

Universidade dos Açores
Departamento de Ciências da Educação
3º Ano de Educação Básica
Ano letivo: 2013/2014

CATÁLOGO PRÉ-ESCOLAR

Docente:

Professor Dr. Ricardo Teixeira

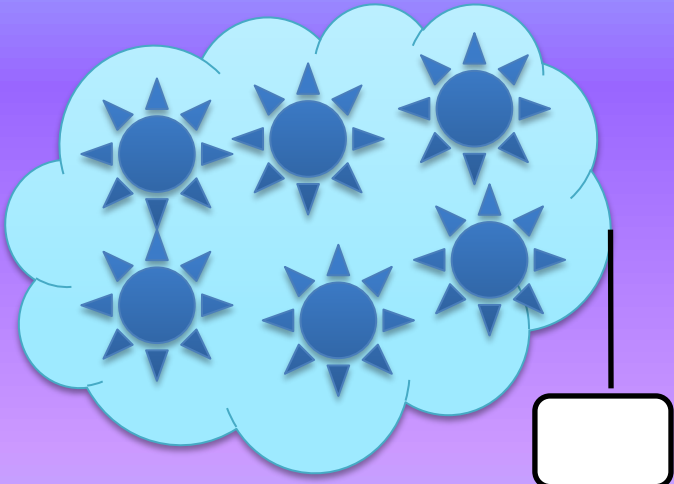
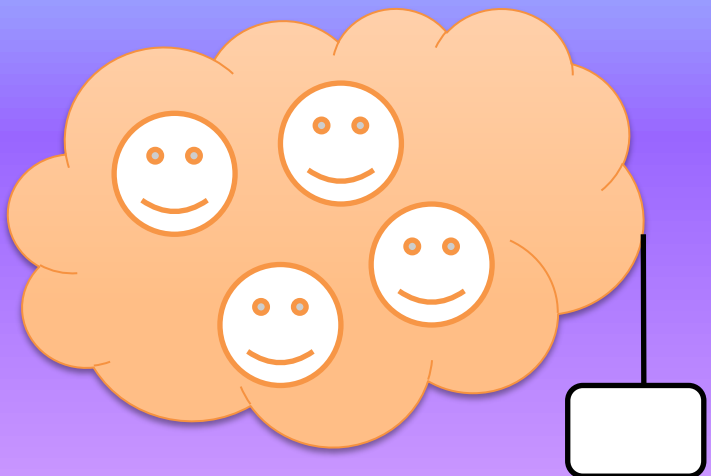
Discentes:

Ana Salvador
Marta Oliveira
Liseta Almeida
Rita Teixeira

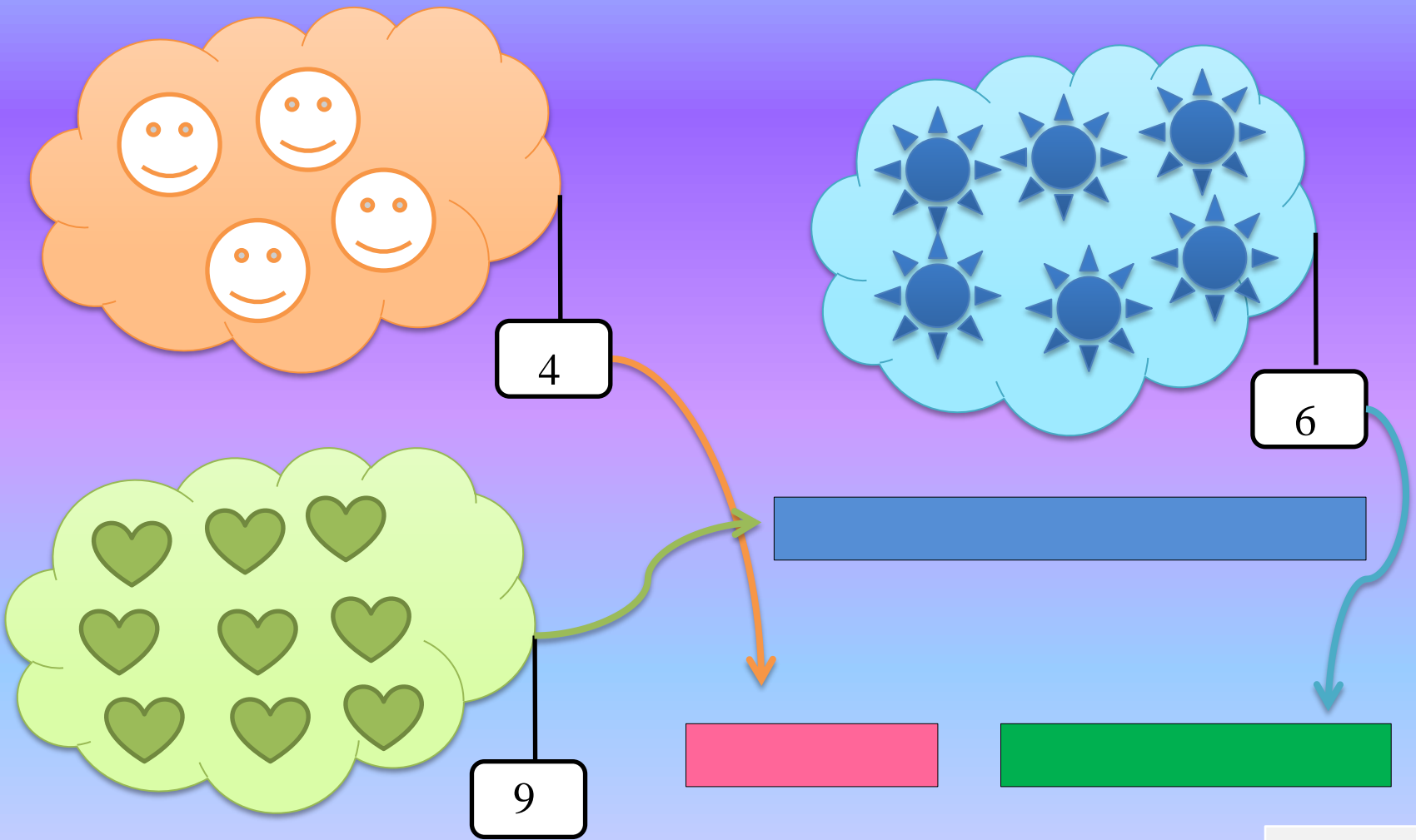
BARRAS CUISENAIRE



Identifica o número de objetos, que existe em cada um dos conjuntos, e associa-o à barra correspondente



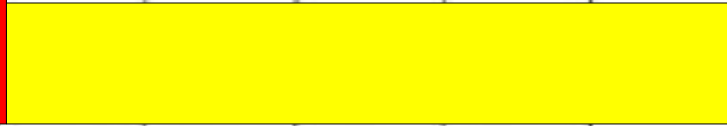
Identifica o número de objetos, que existe em cada um dos conjuntos, e associa-o à barra correspondente



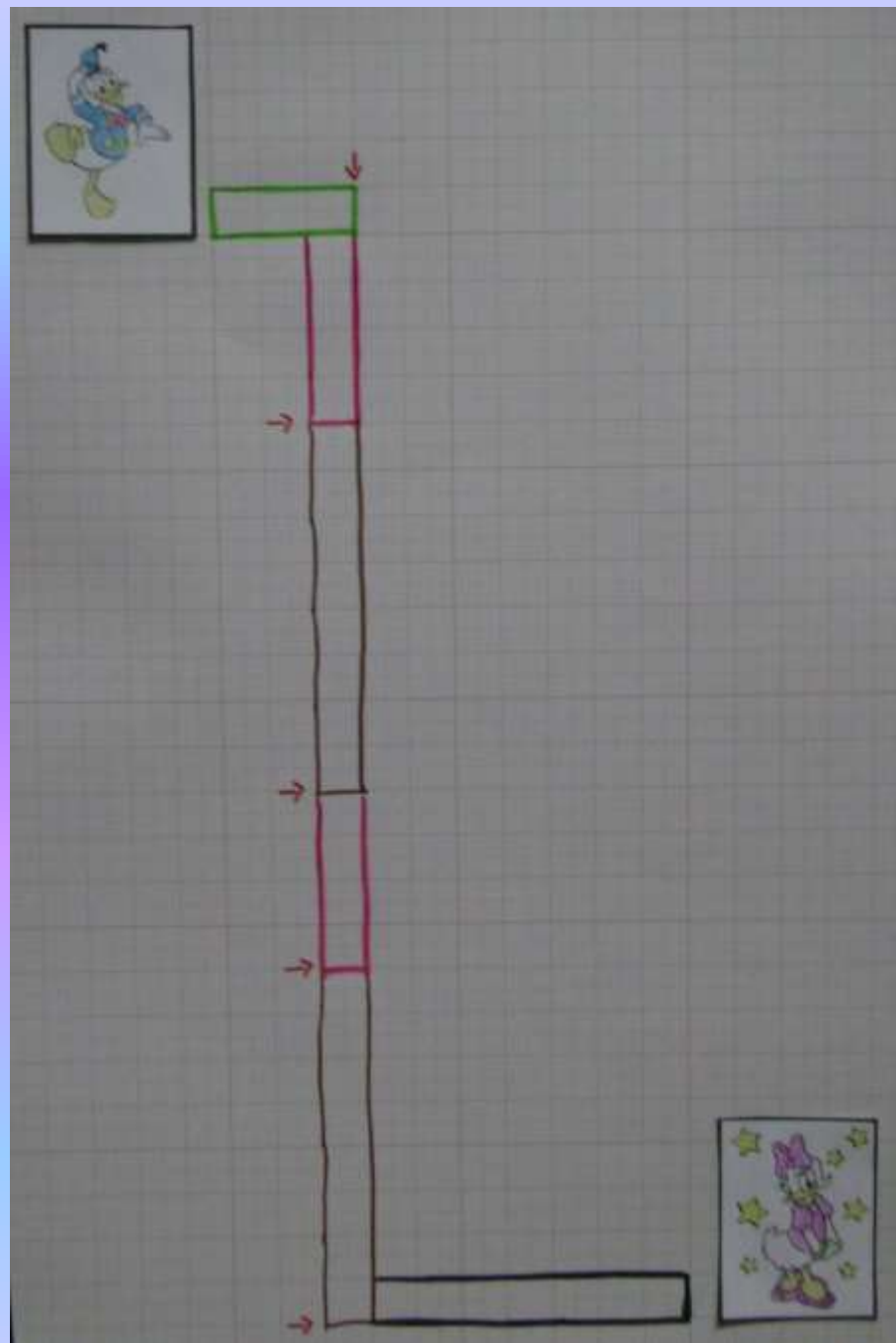
Ajuda o Donald a encontrar a Margarida



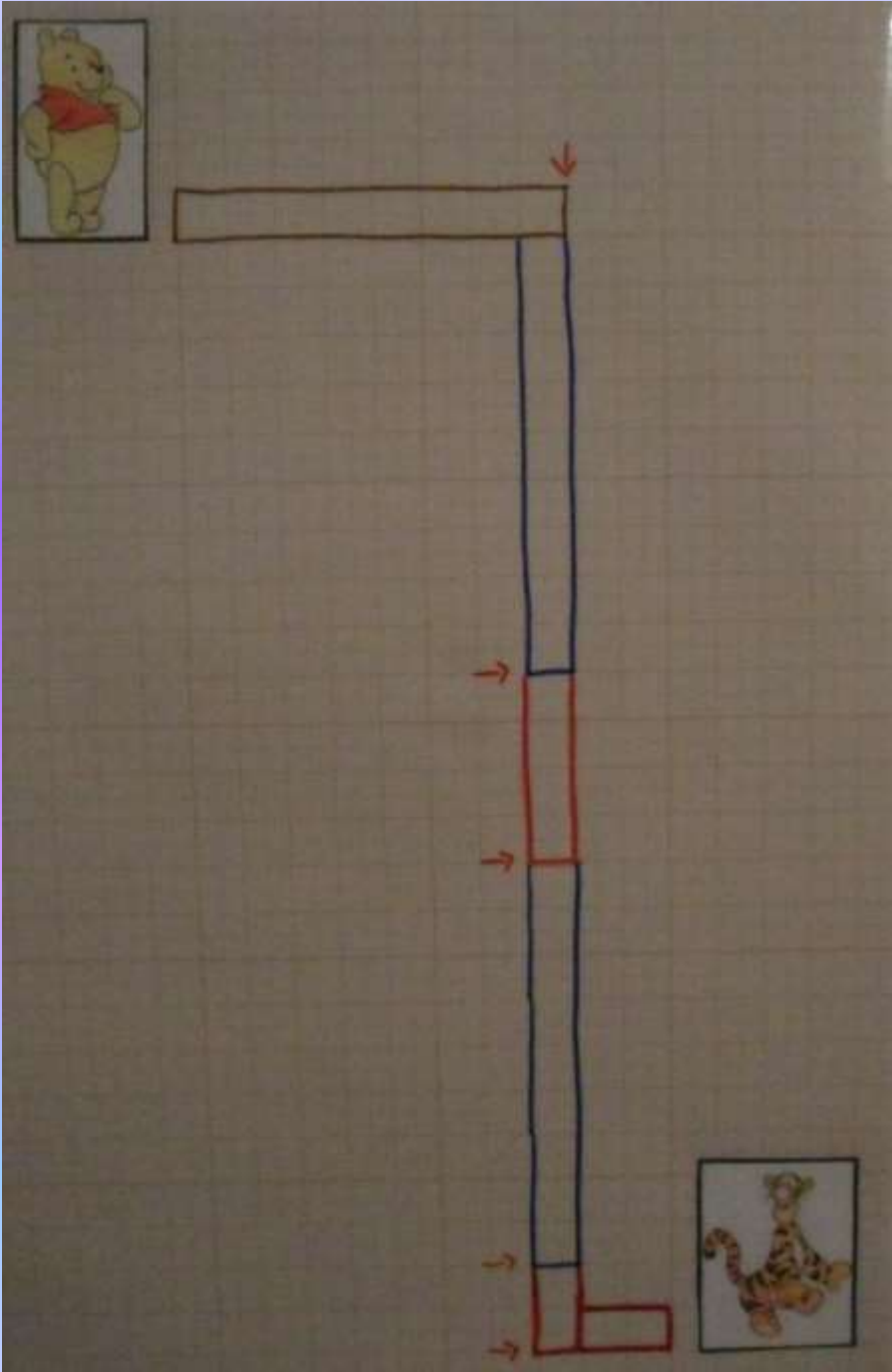
Ajuda o Donald a encontrar a Margarida



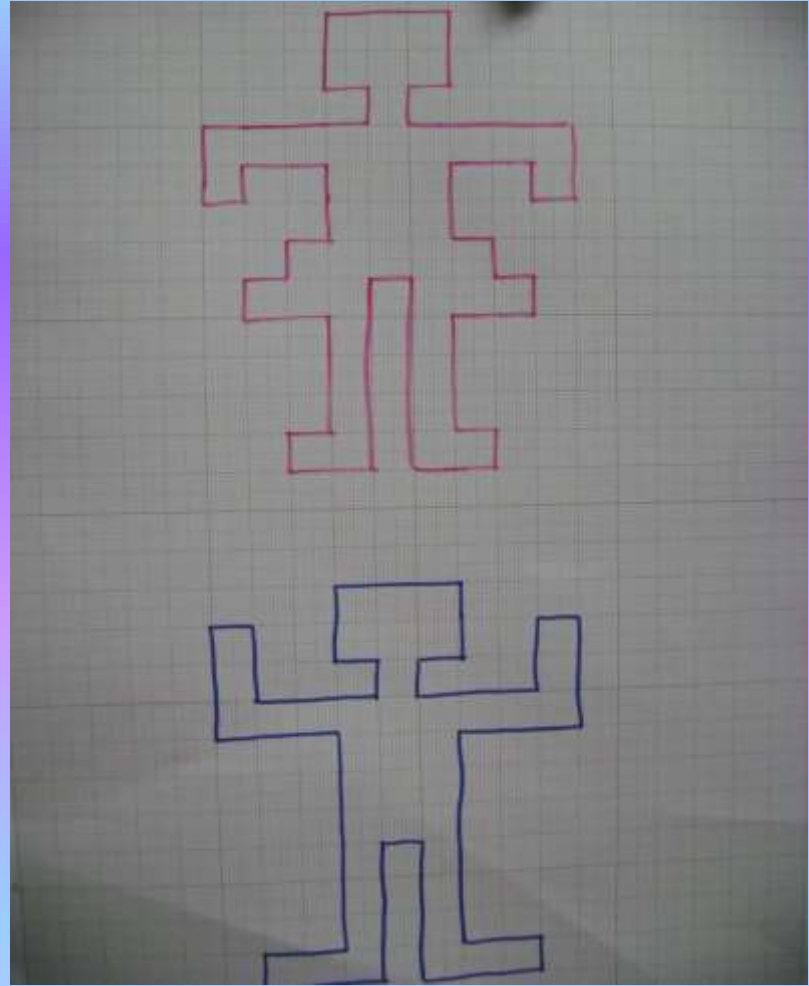
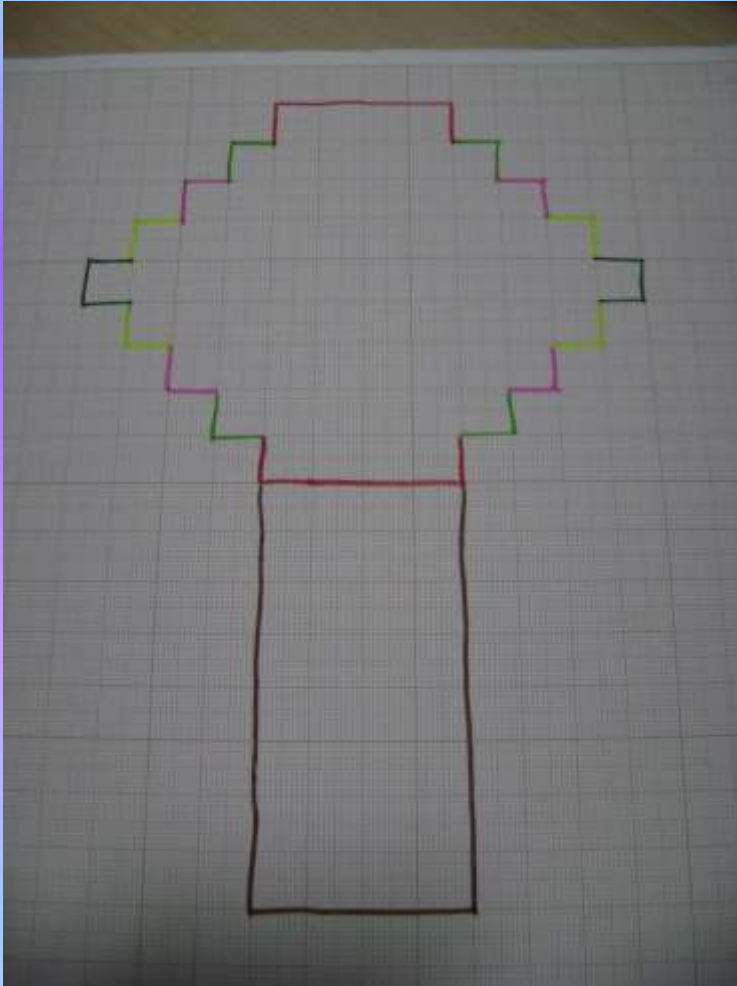
Ajuda o Donald a encontrar a Margarida



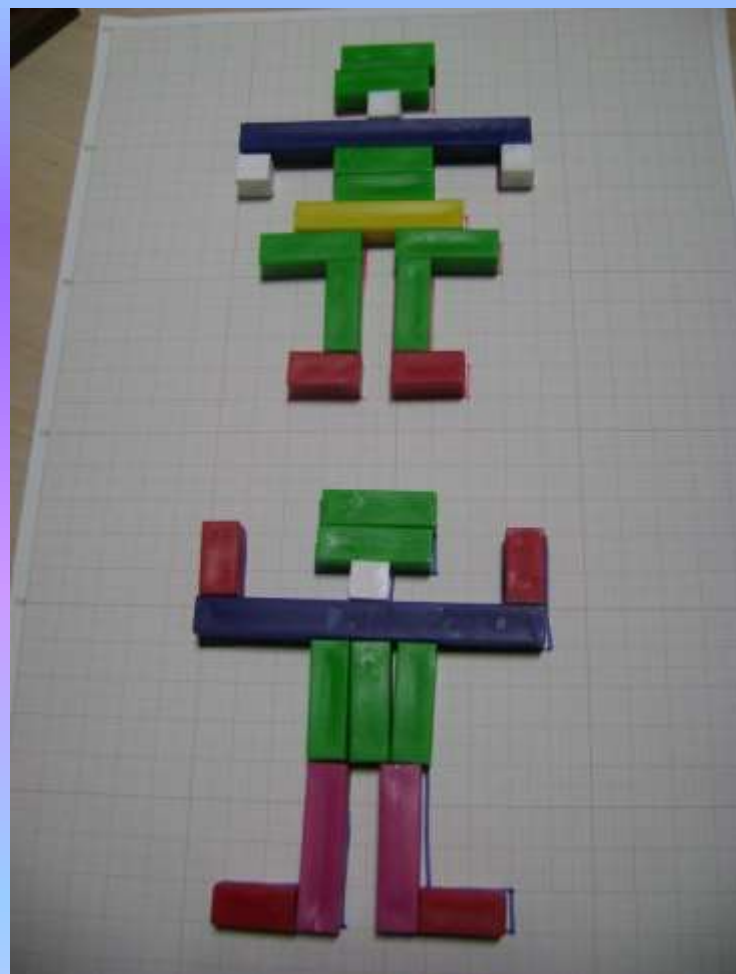
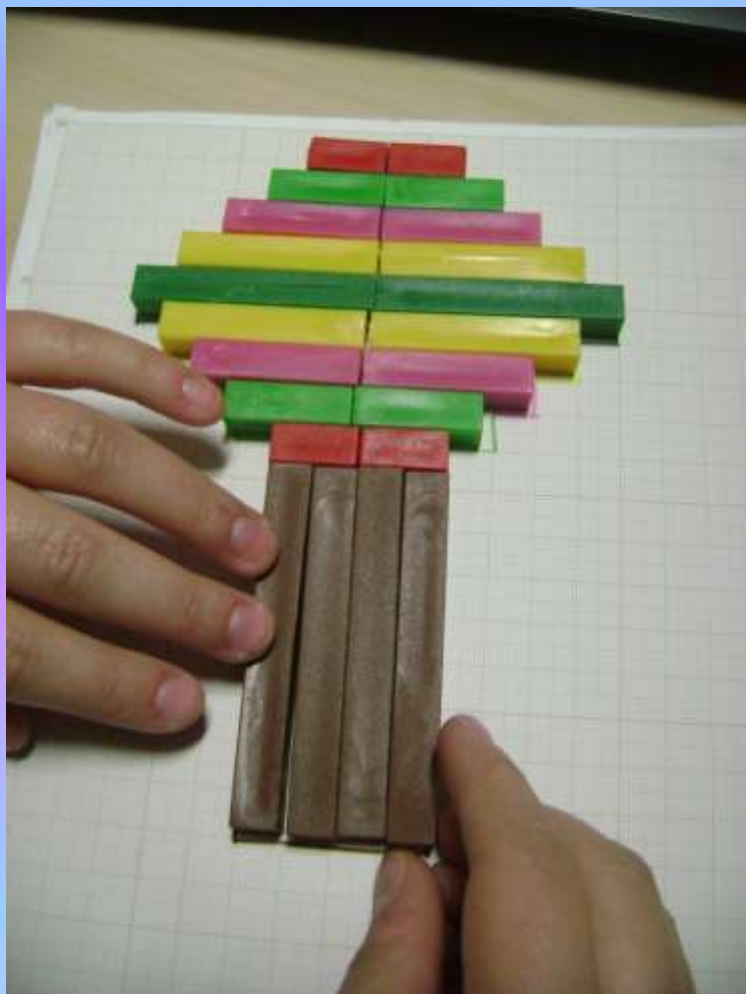
**Ajuda o
Winnie the
Pooh a
encontrar o
Tigger**

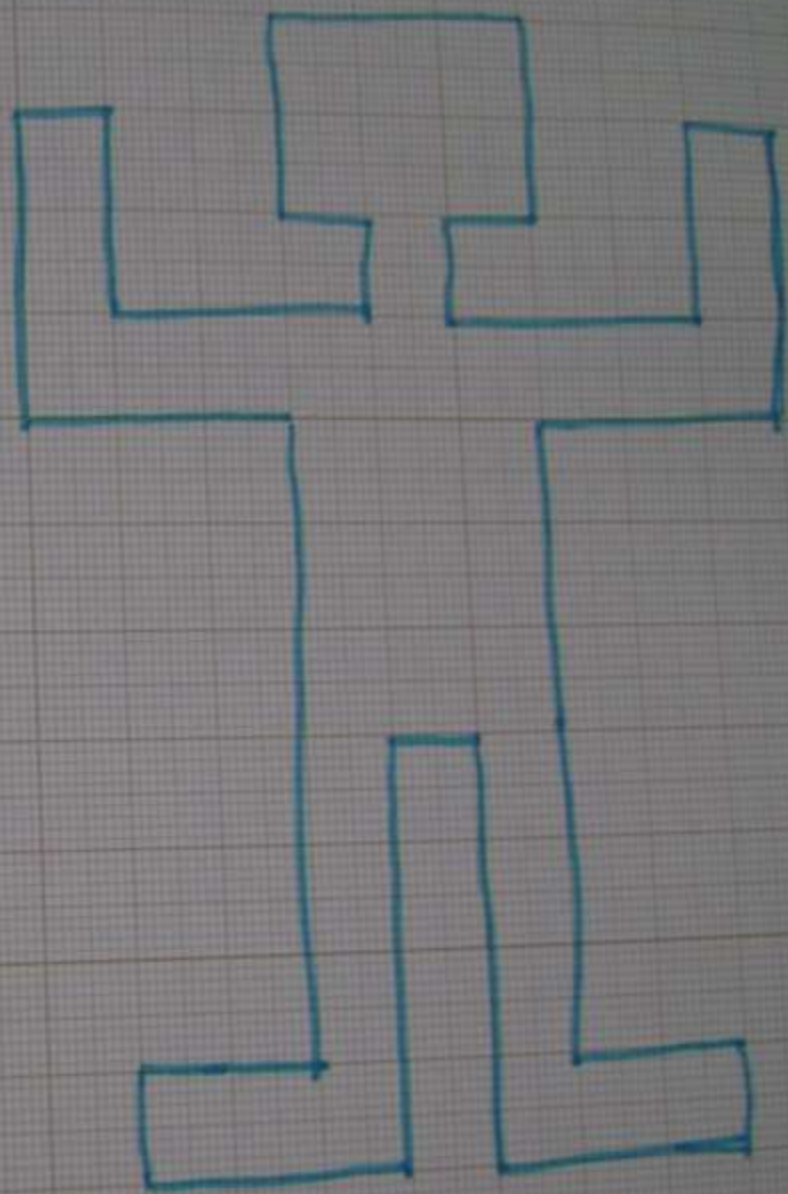
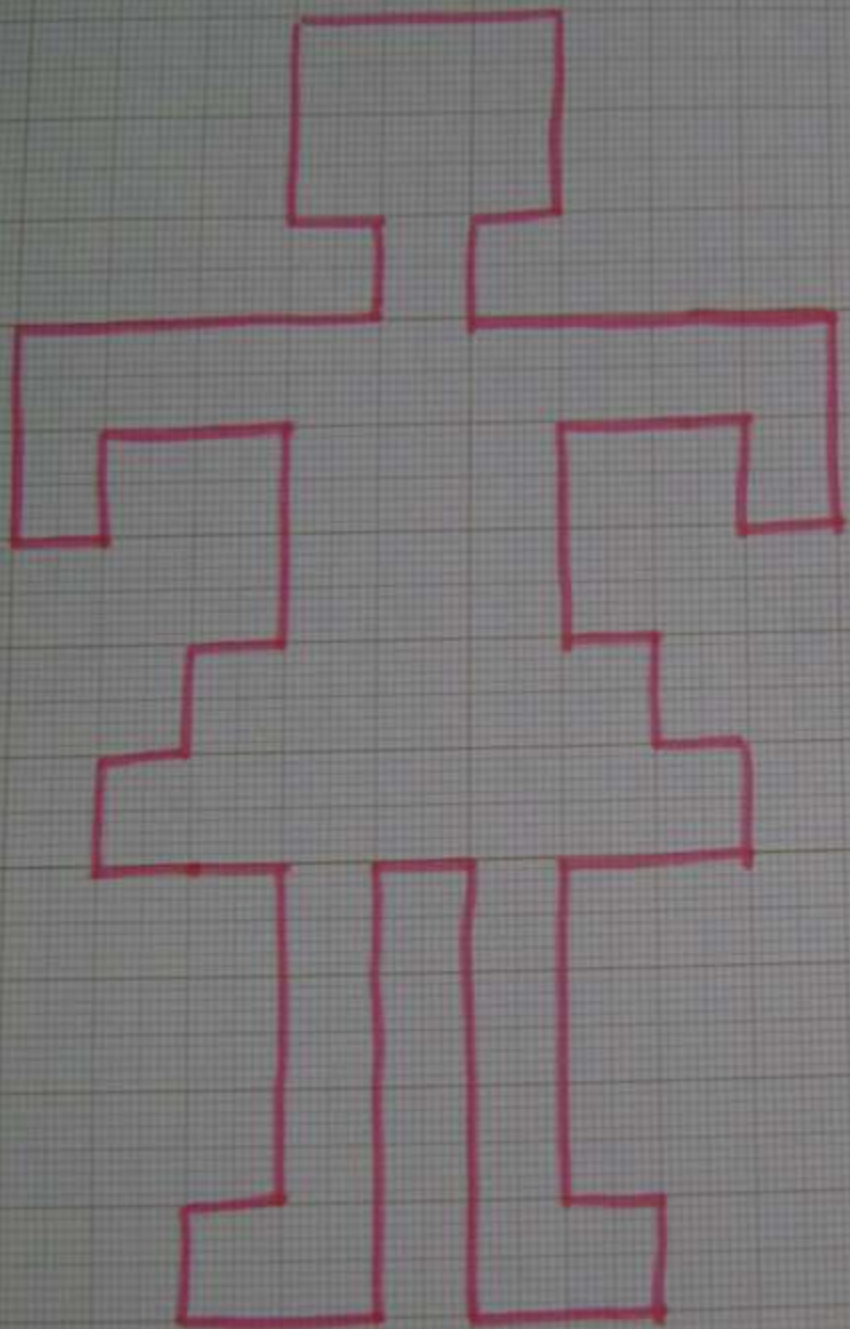


Preenche as figuras com as barras necessárias

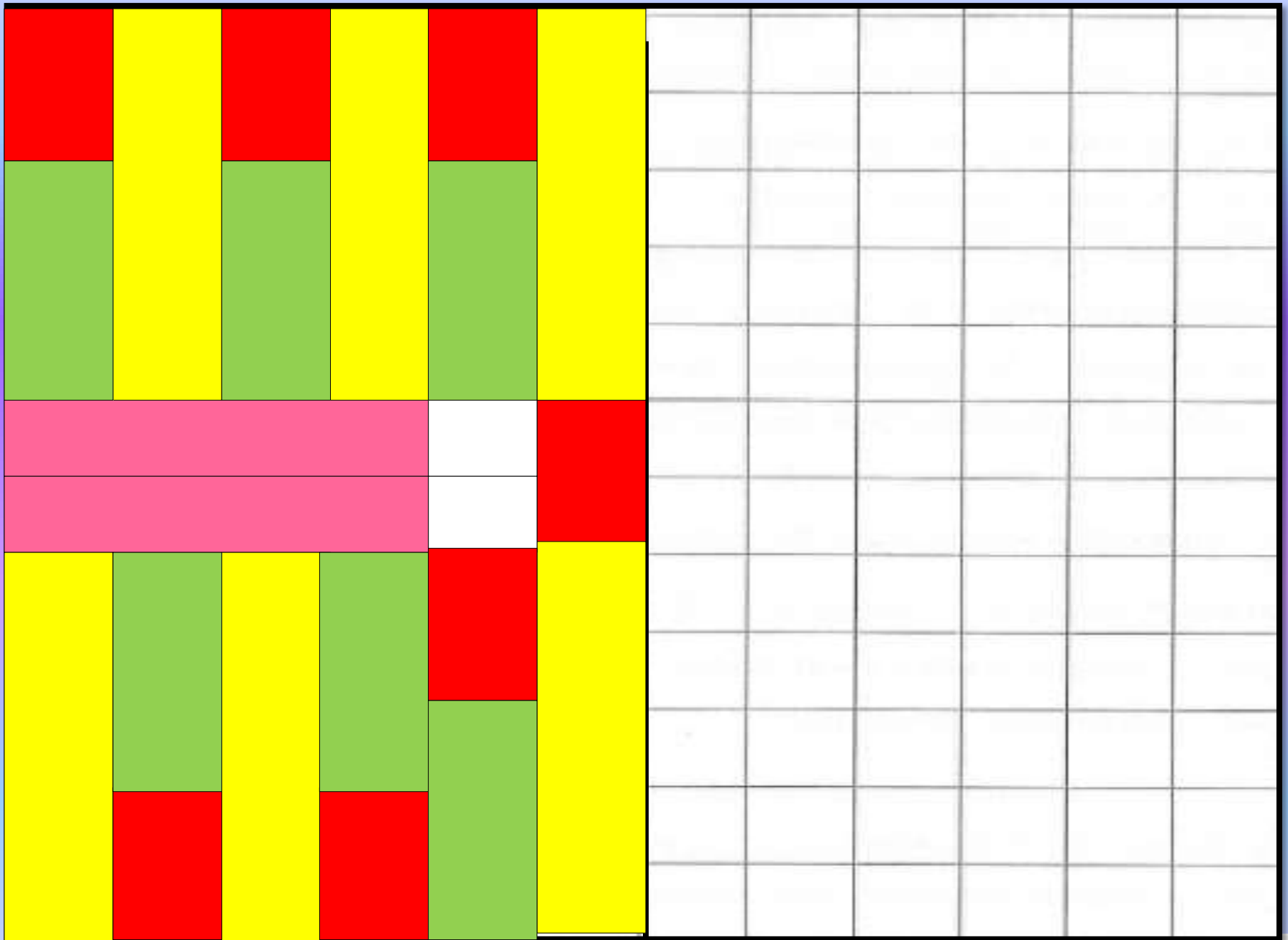


Preenche as figuras com as barras necessárias

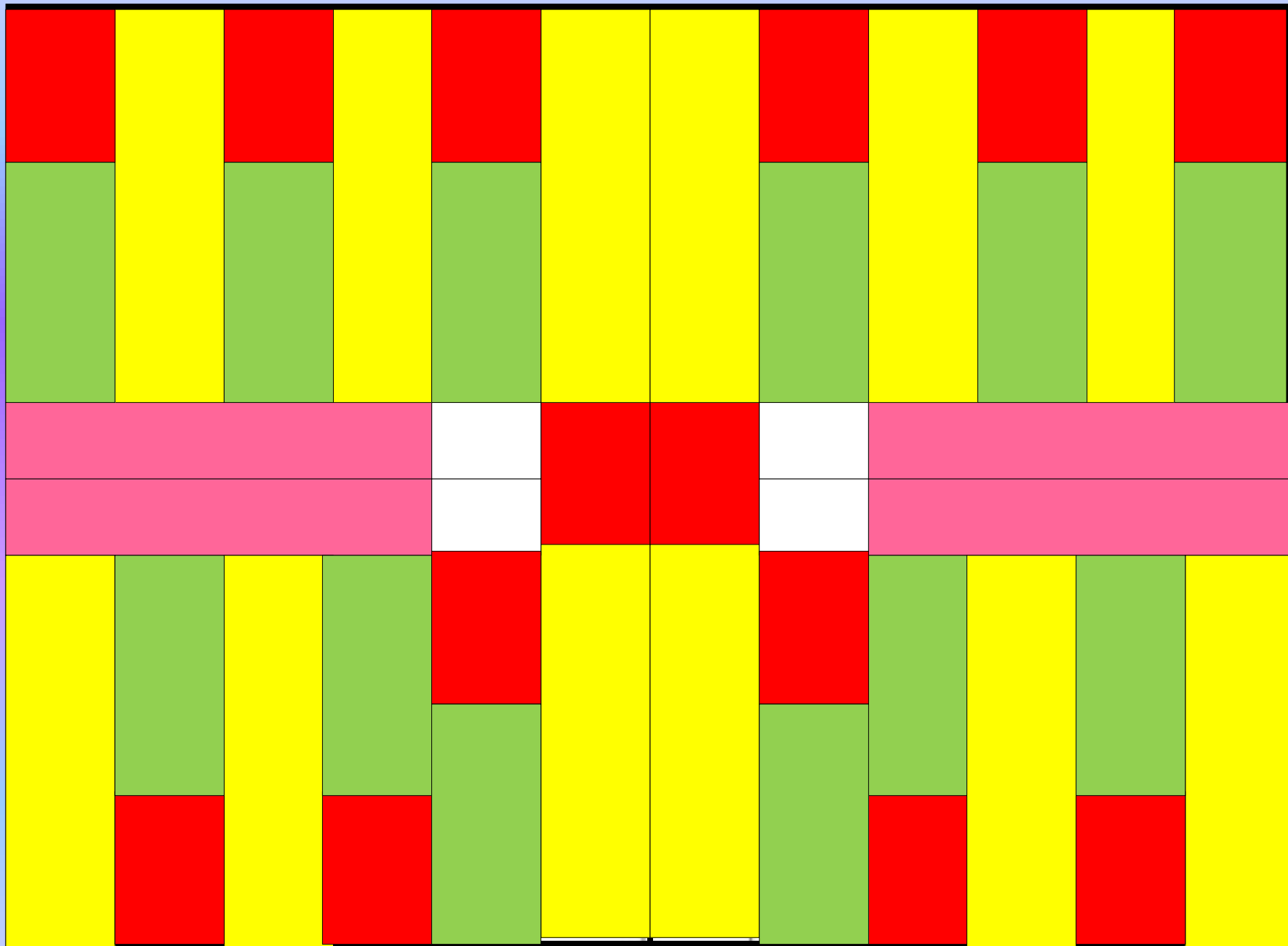




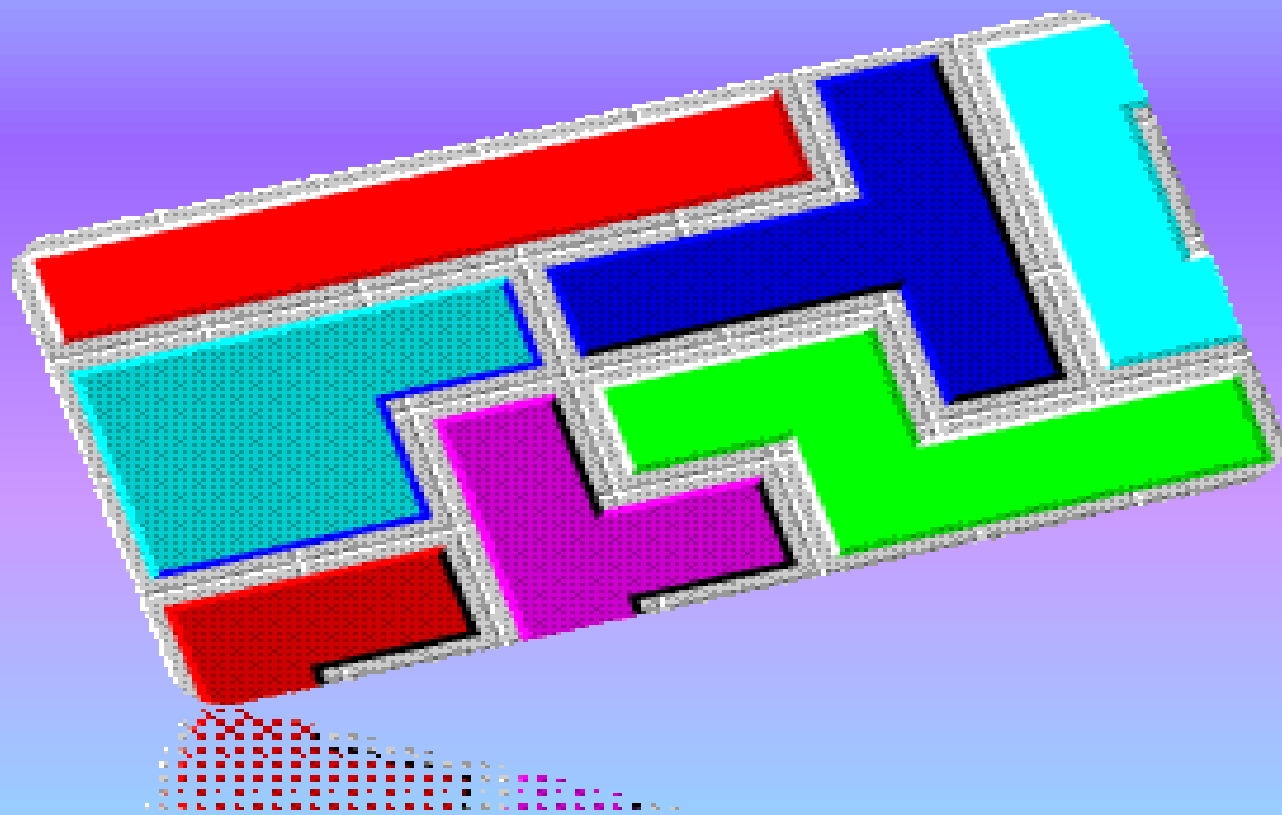
Simetria de reflexão



Simetria de reflexão



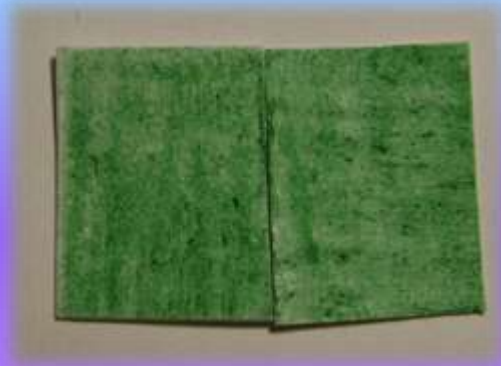
POLIMINÓS



Constrói todas as peças que conheces dos Poliminós



Monominó



Dóminó



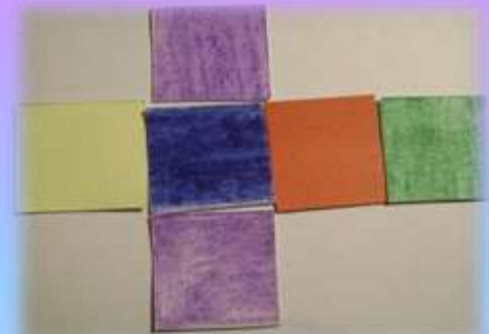
Triminó



Tetraminó



Pentaminó



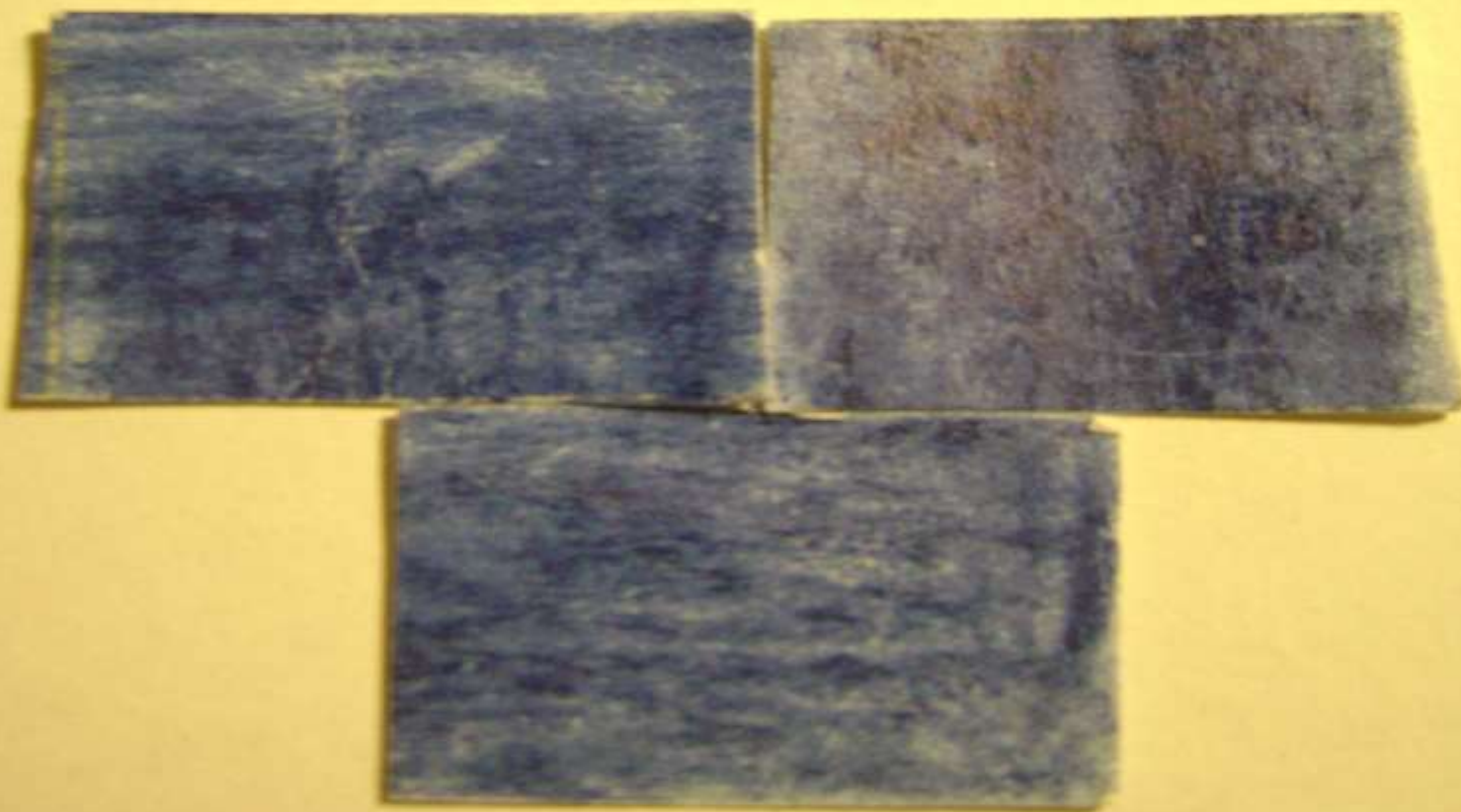
Hexaminó



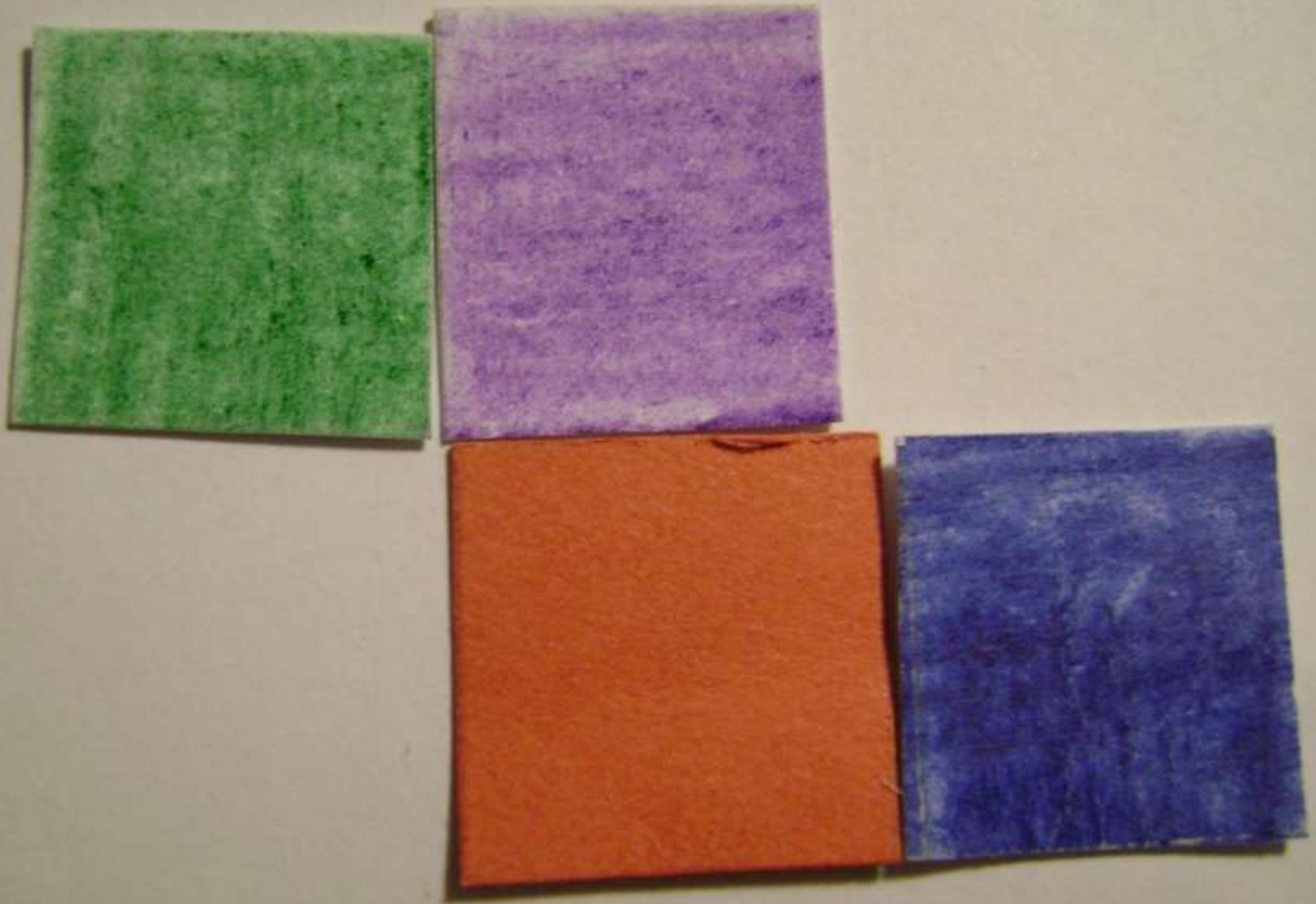
MONOMINÓ



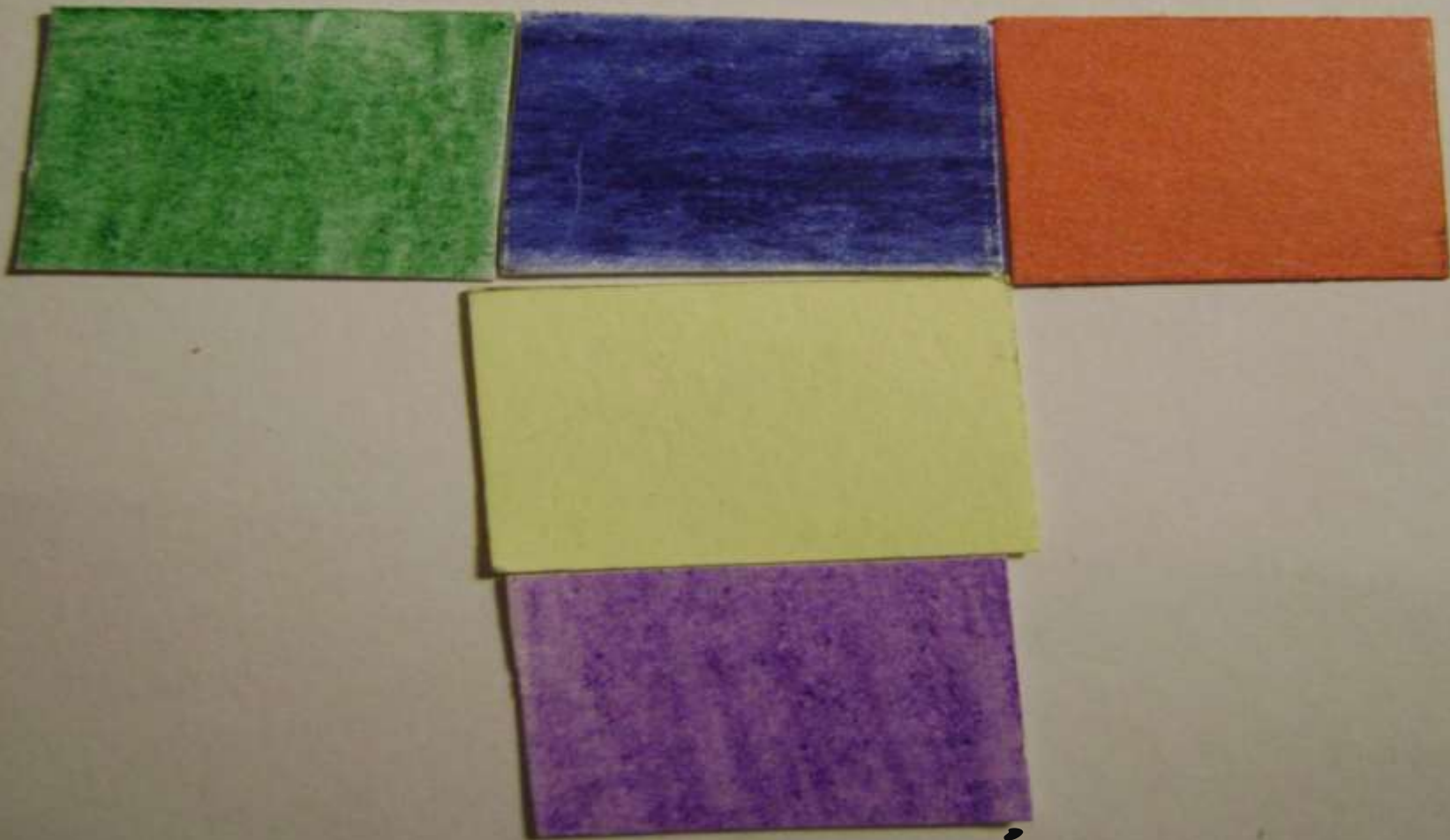
DOMINÓ



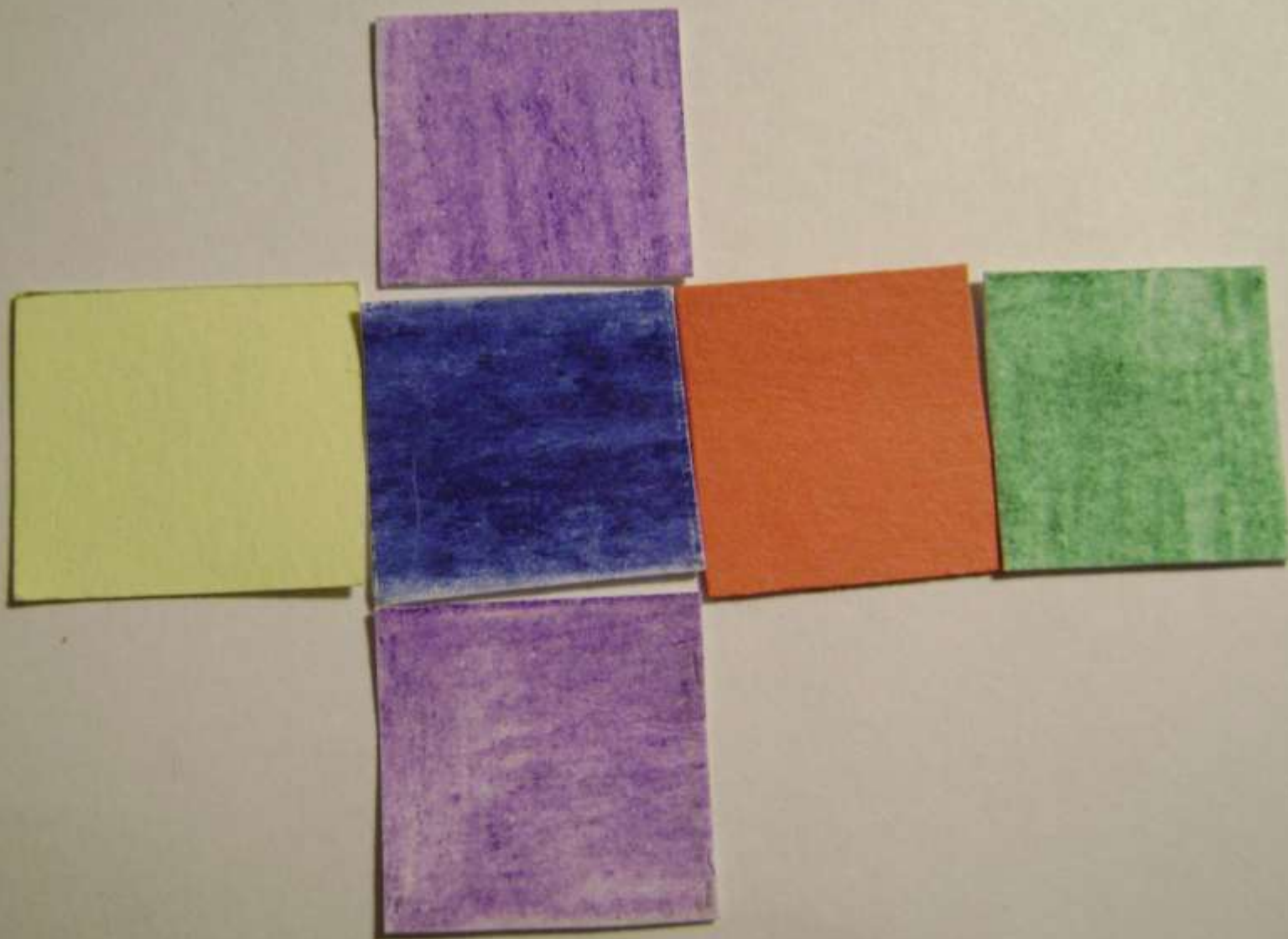
TRIMINÓ



TETRAMINÓ



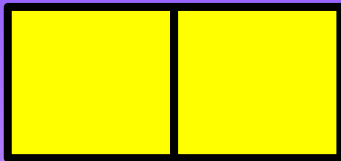
PENTAMINÓ



HEXAMINÓ

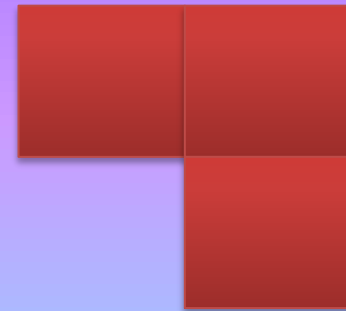
Atividades a Explorar

1. Construir um dominó a partir de dois quadrados



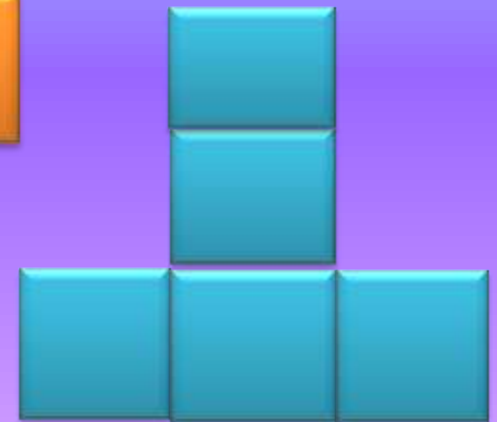
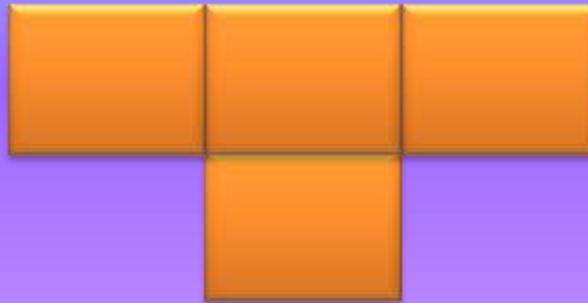
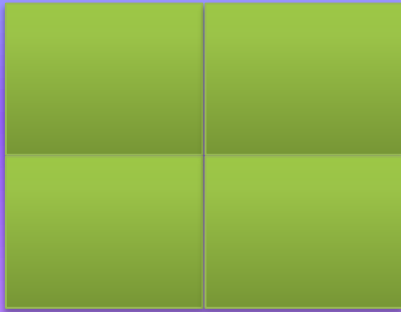
Descobrir as que ainda se podem realizar

2. Construir um Triminó
Quantas formas se pode obter?

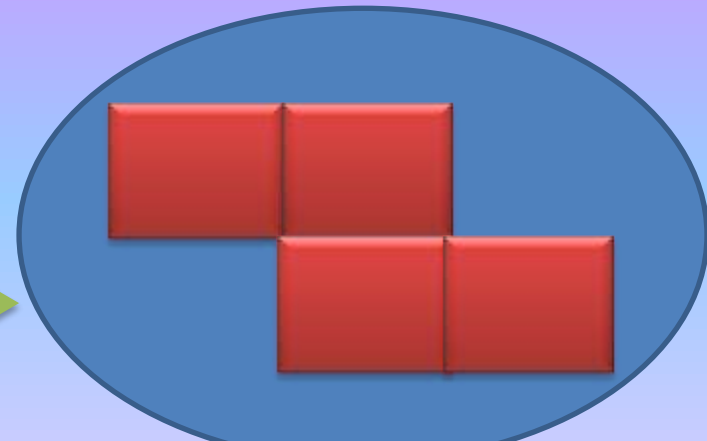


(Caldeira, 2009)

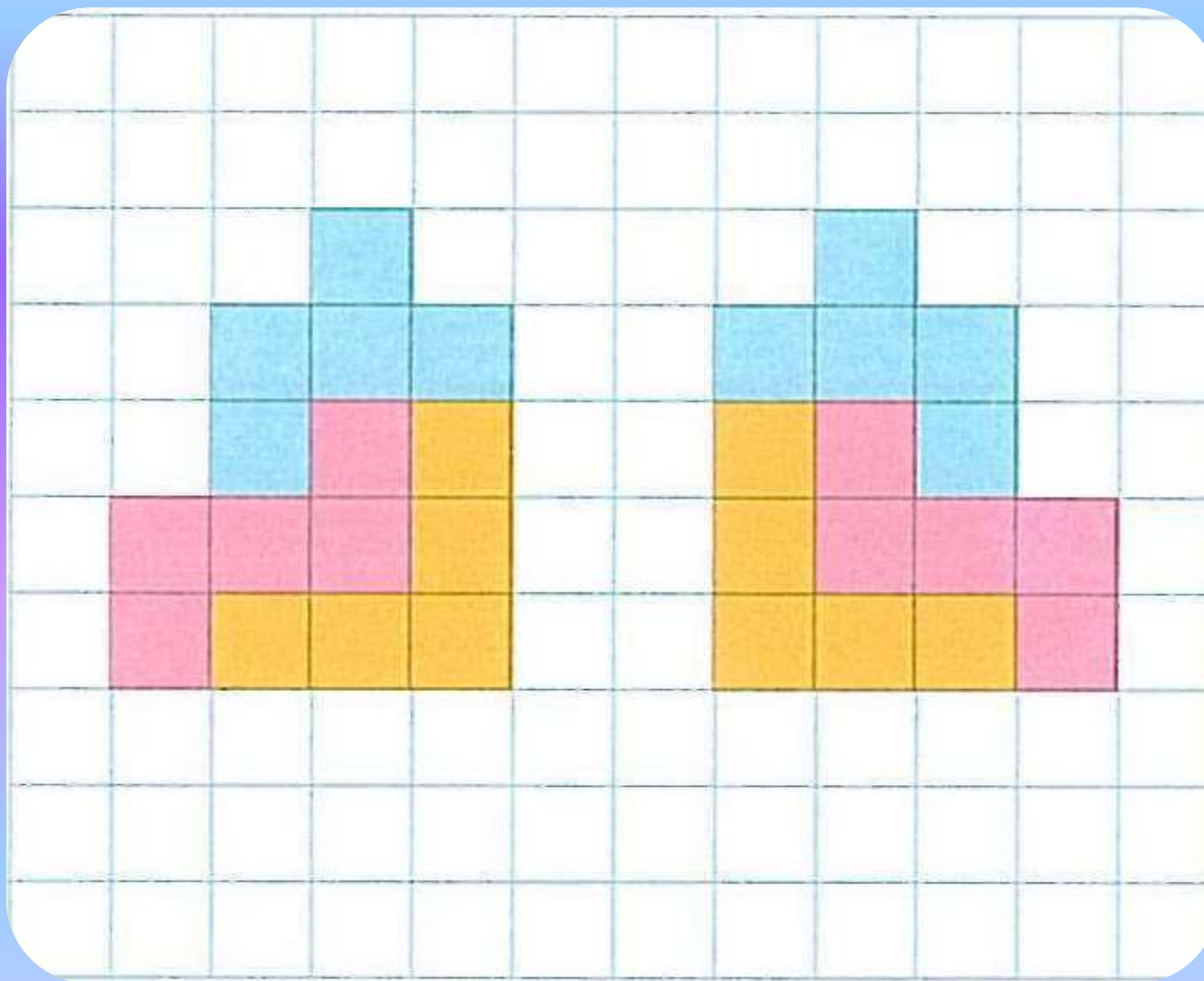
3. Descubra a peça de tetraminó em falta.



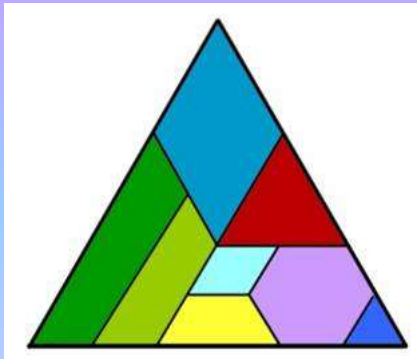
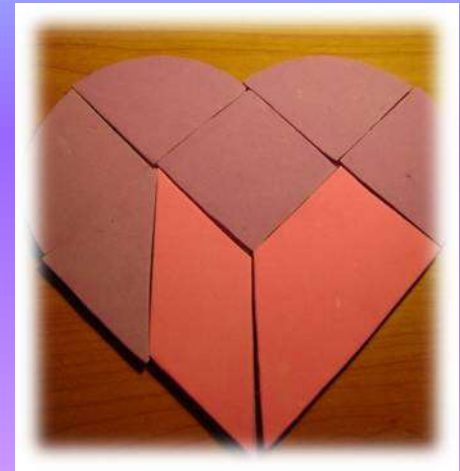
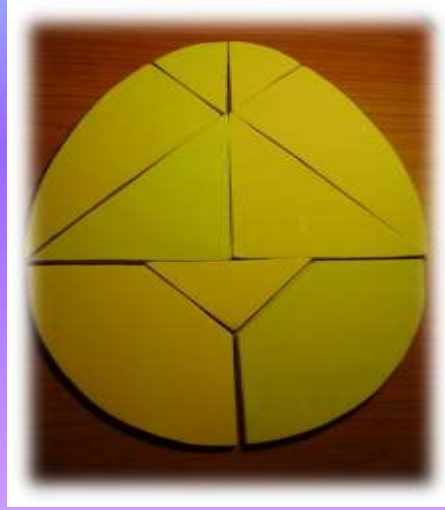
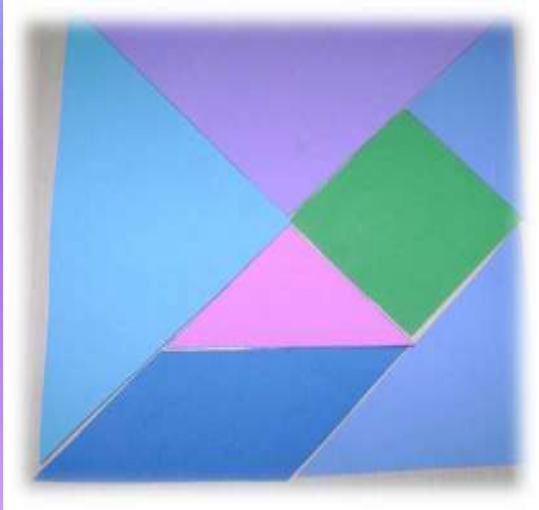
Solução:



Simetria de Reflexão



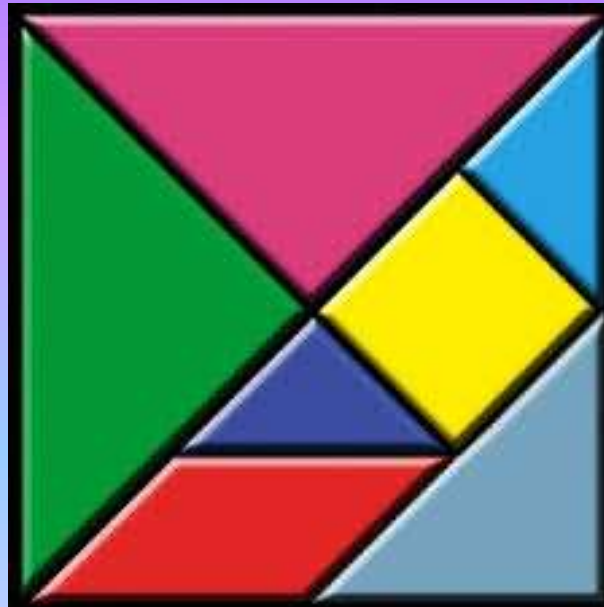
TANGRAM

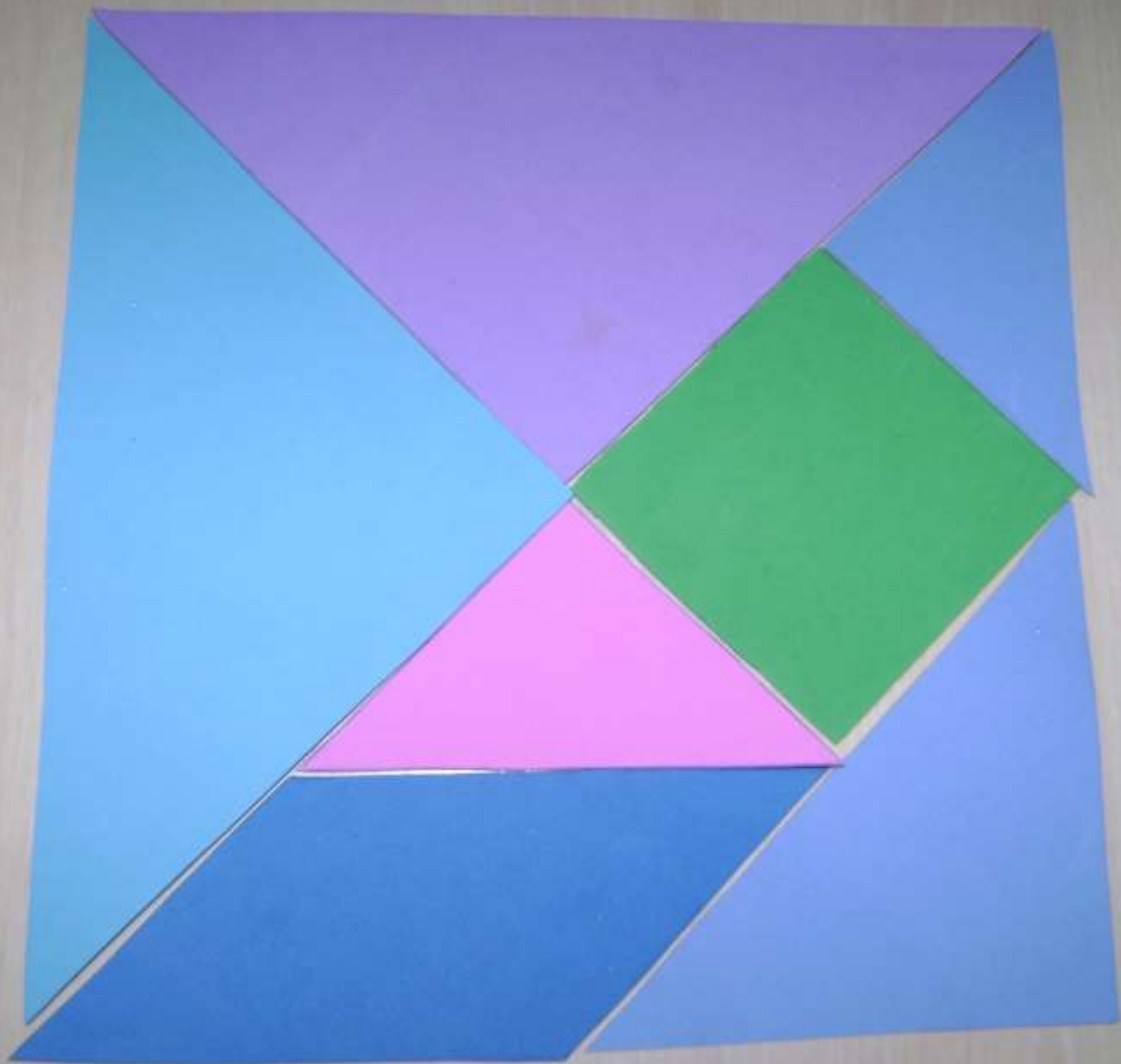


TANGRAM CLÁSSICO

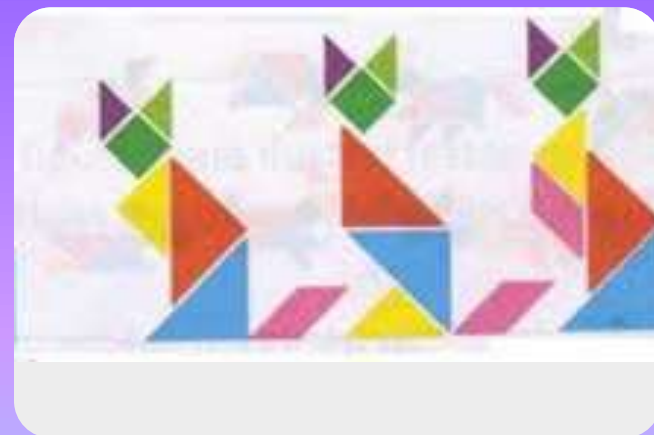
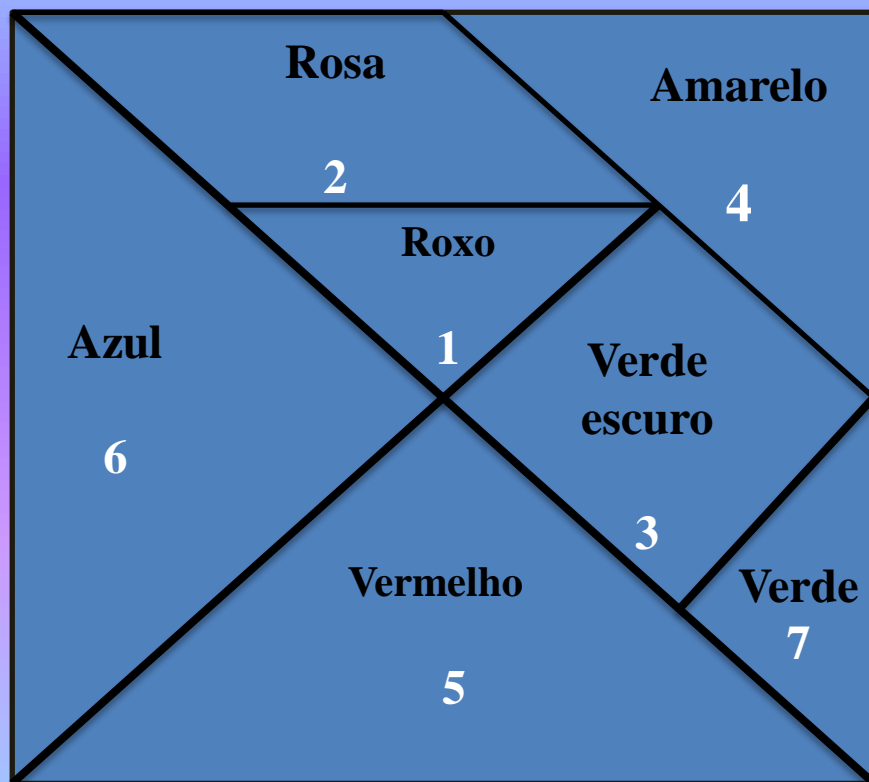
Puzzle

As crianças de uma faixa etária mais baixa conseguem fazer um puzzle com as peças do tangram formando o quadrado principal.





Tangram Quadrangular



Pintar no gato as cores correspondentes aos números

Jogo do Morcego

Cada aluno tem um esboço de um desenho de morcego

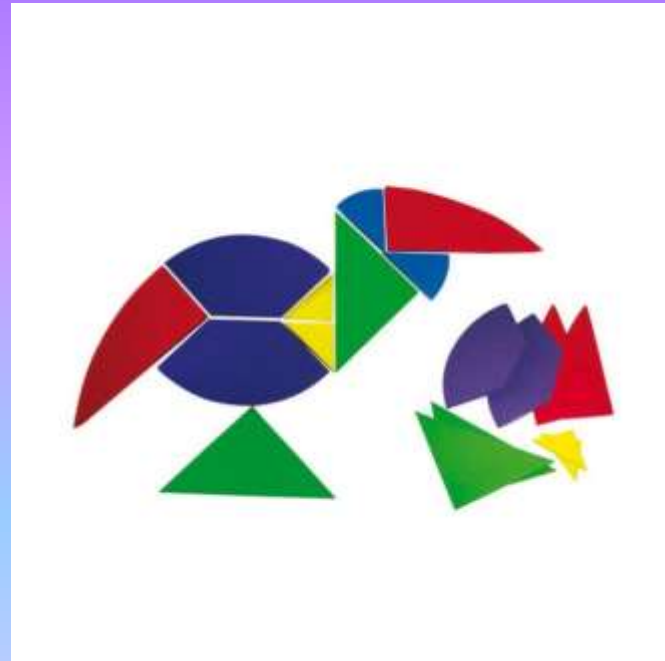
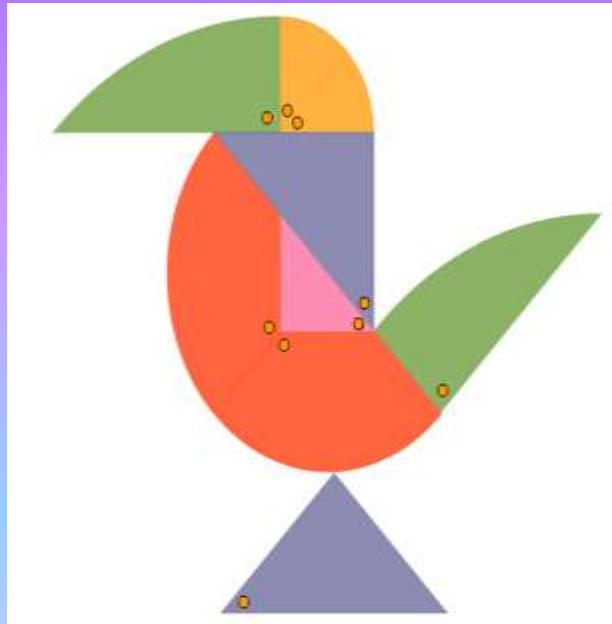
Preencher o desenho com as 7 peças do tangram

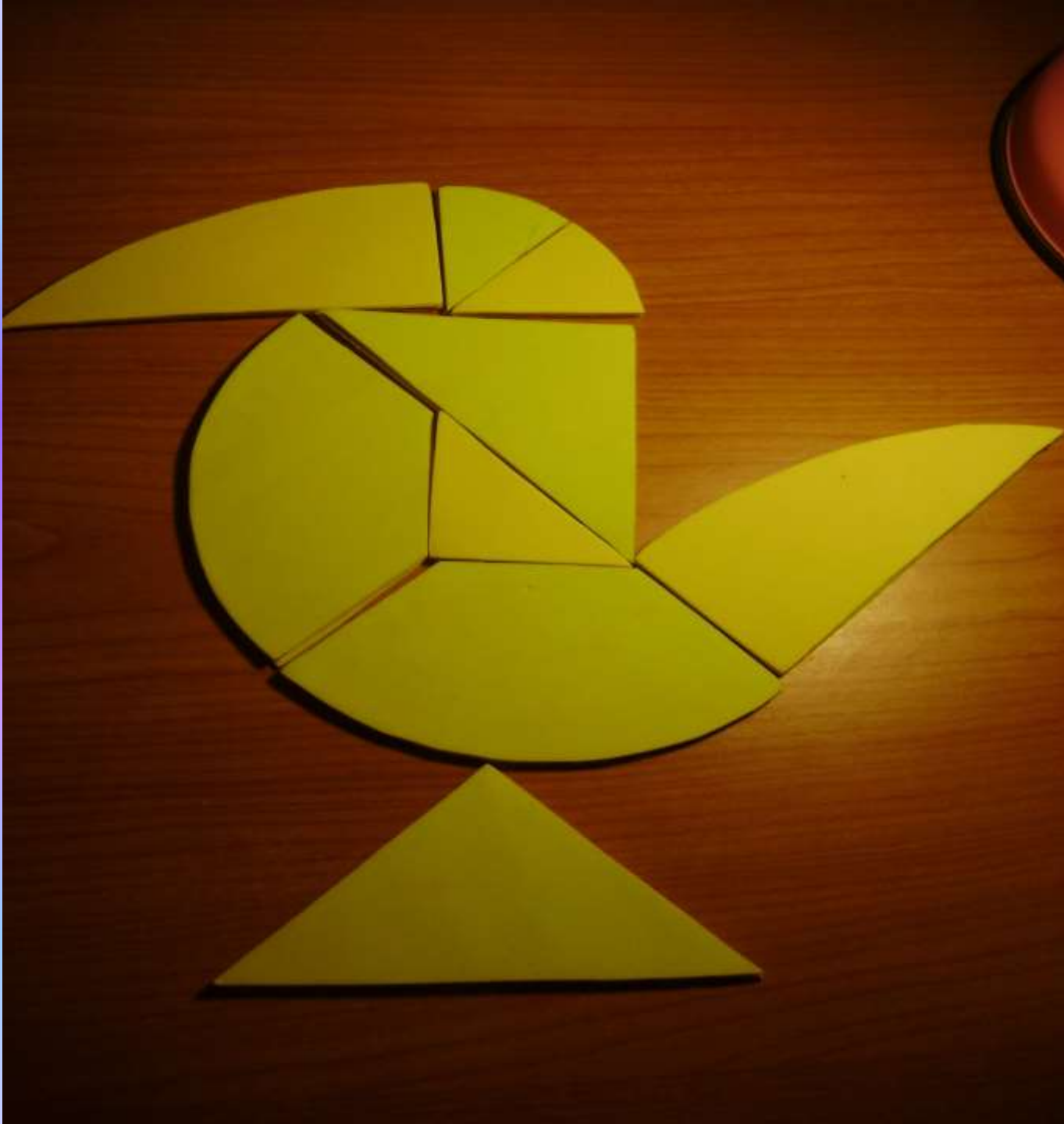
Cada aluno conta uma história sobre o morcego para os seus colegas

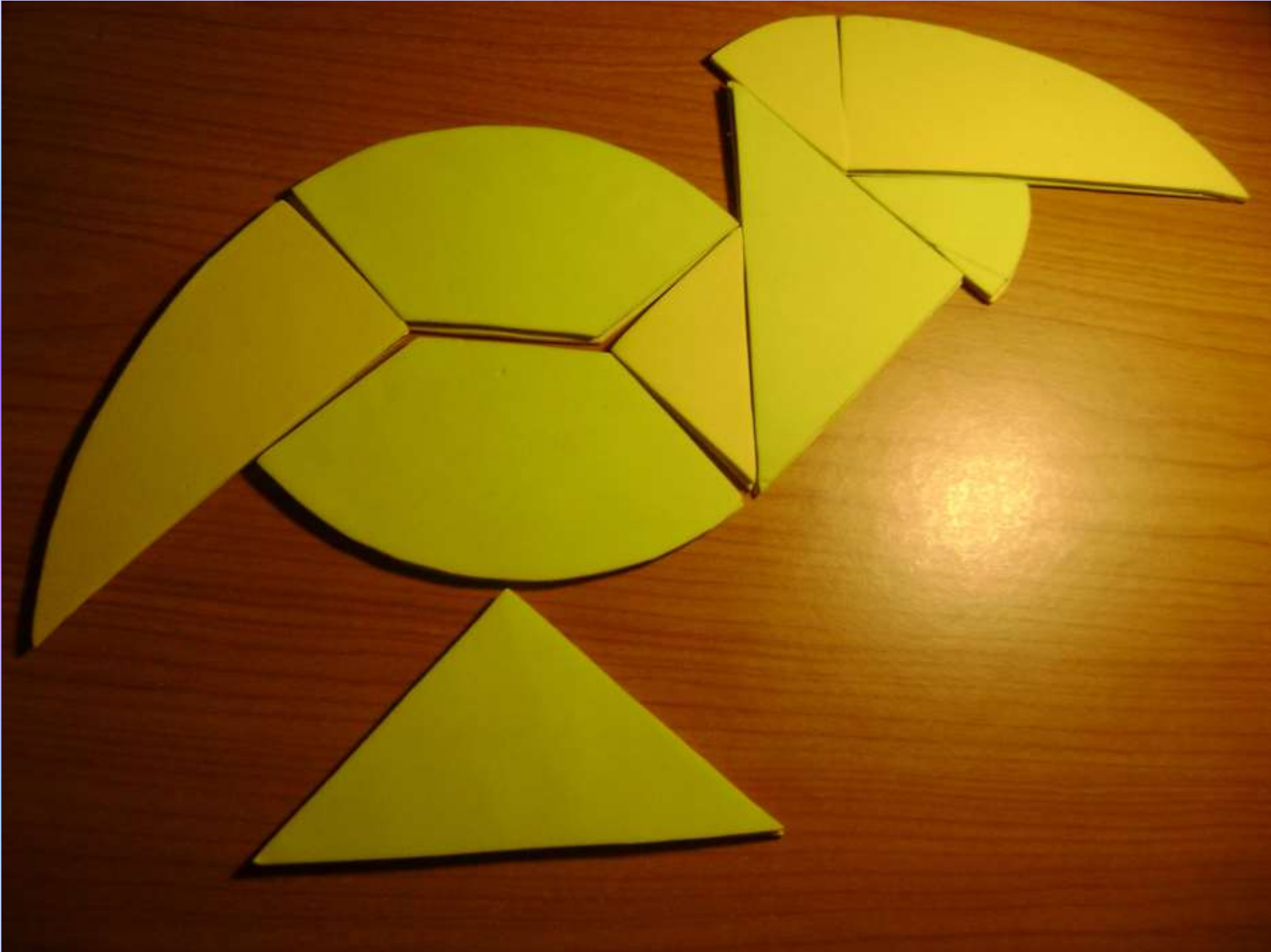
TANGRAM OVAL



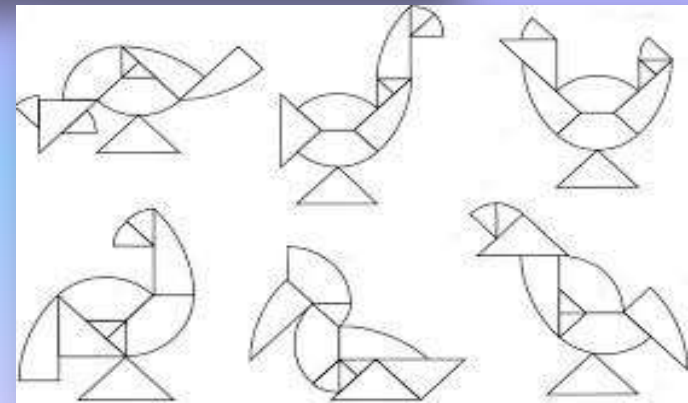
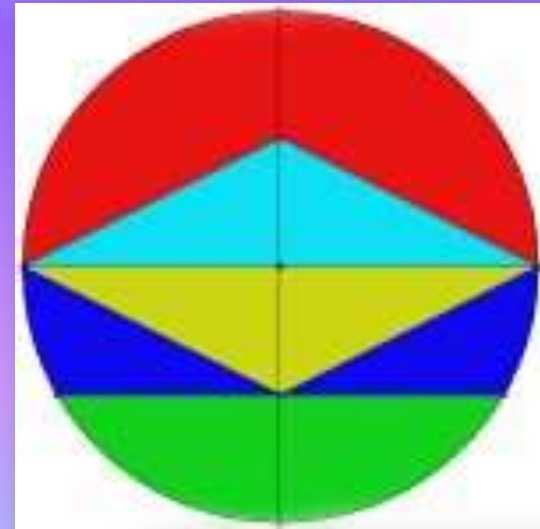
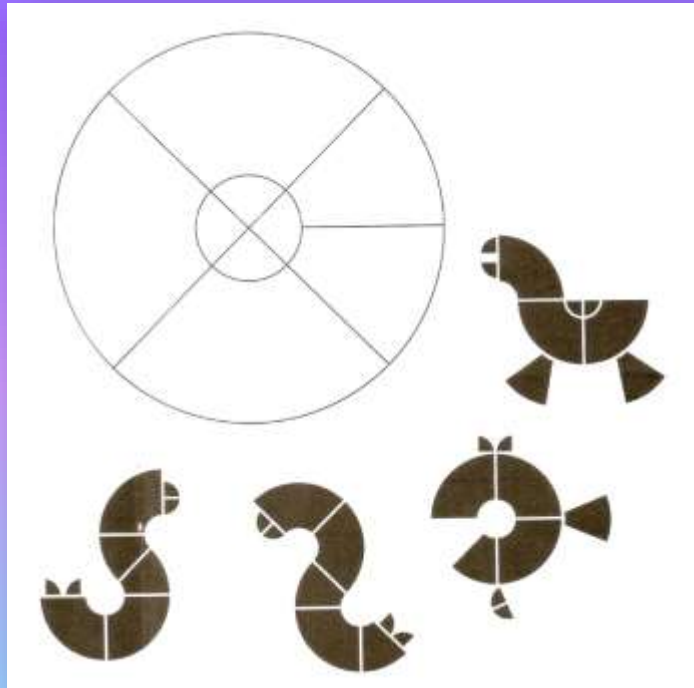
Construção de figuras

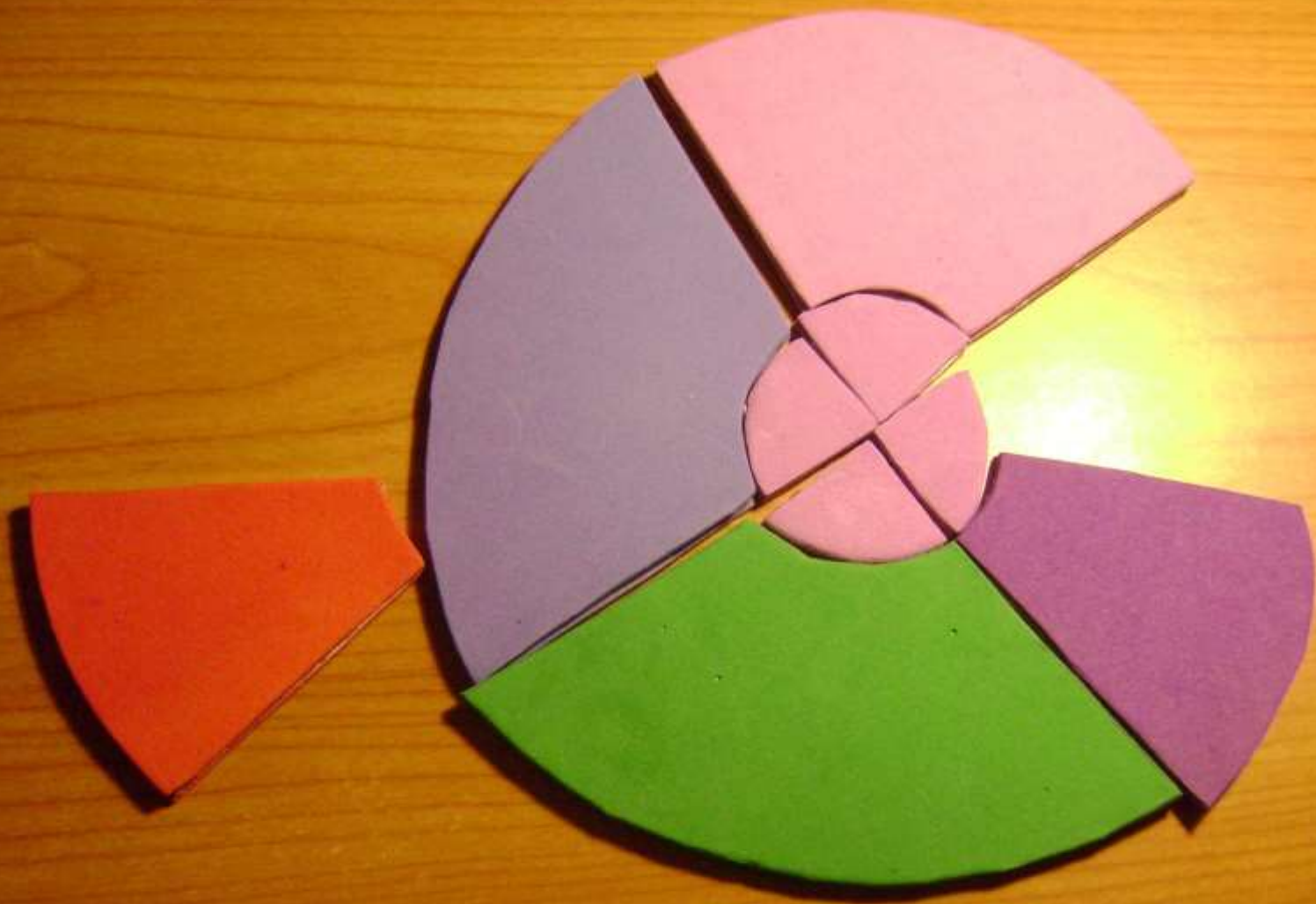


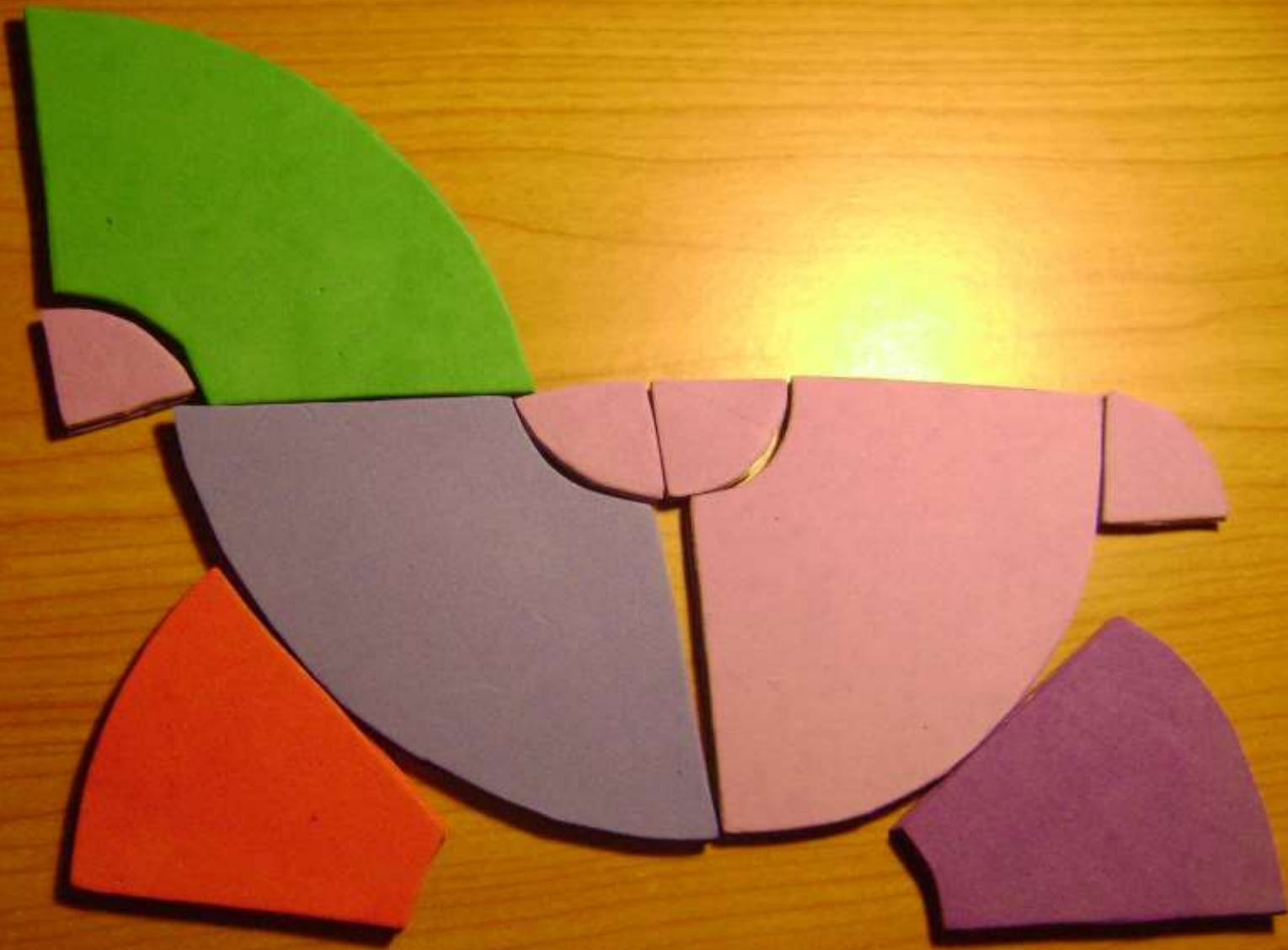




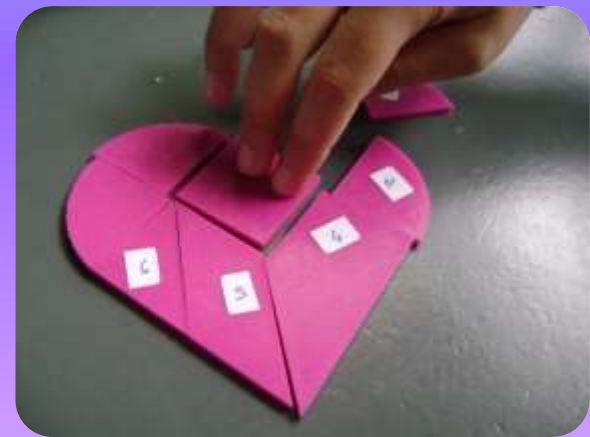
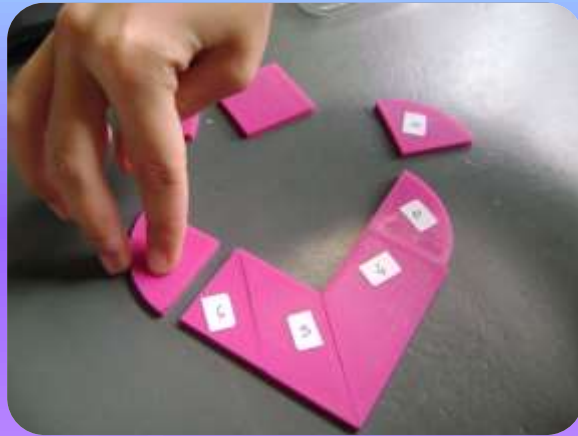
Tipos de **TANGRAM CIRCULAR**



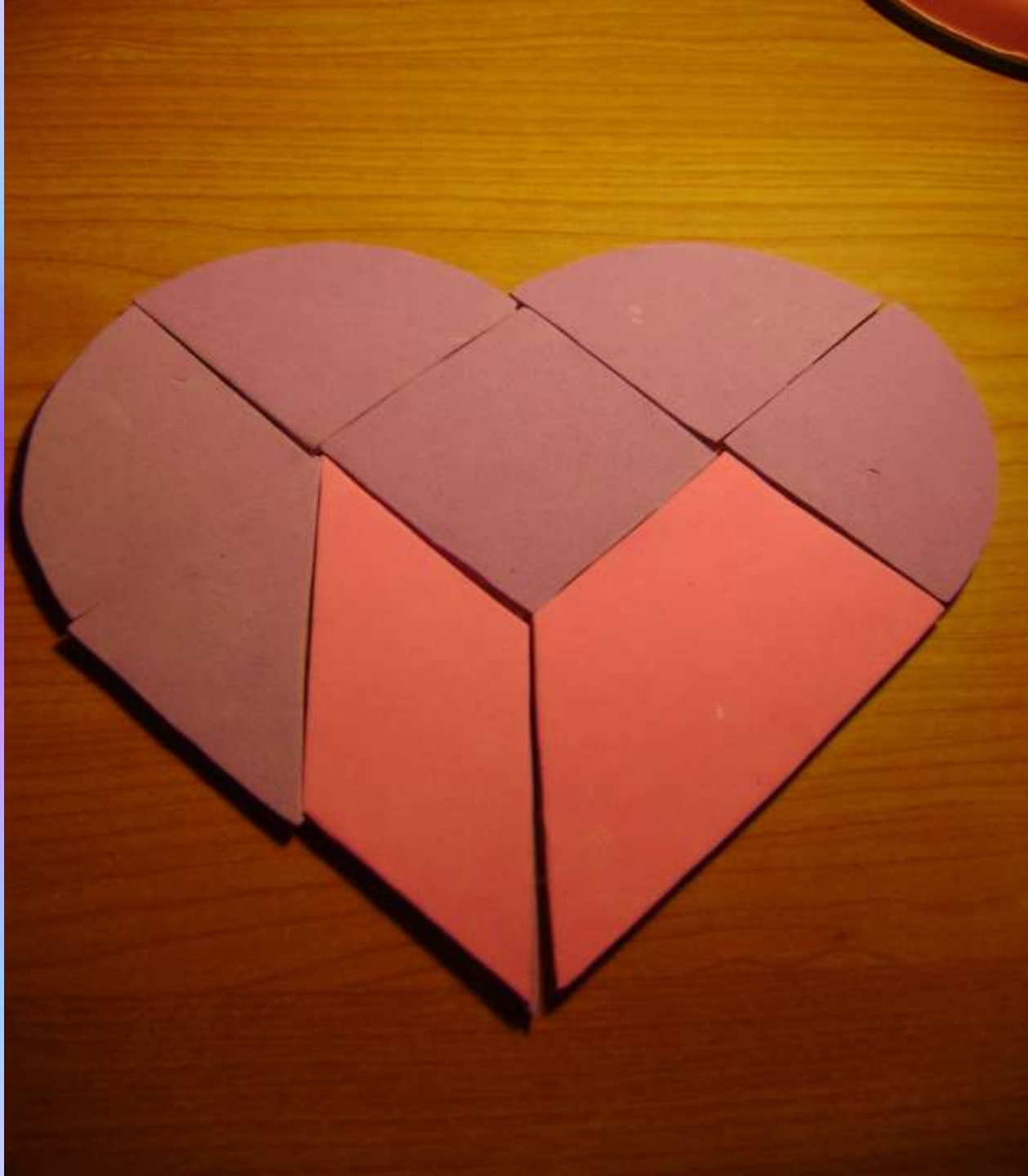




TANGRAM DE CORAÇÃO



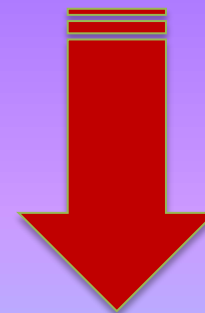
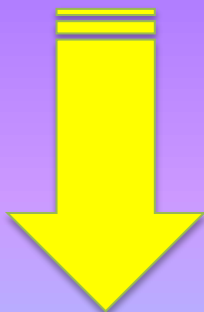
Construção de um coração a partir das diferentes peças que apresentam diferentes formas geométricas.



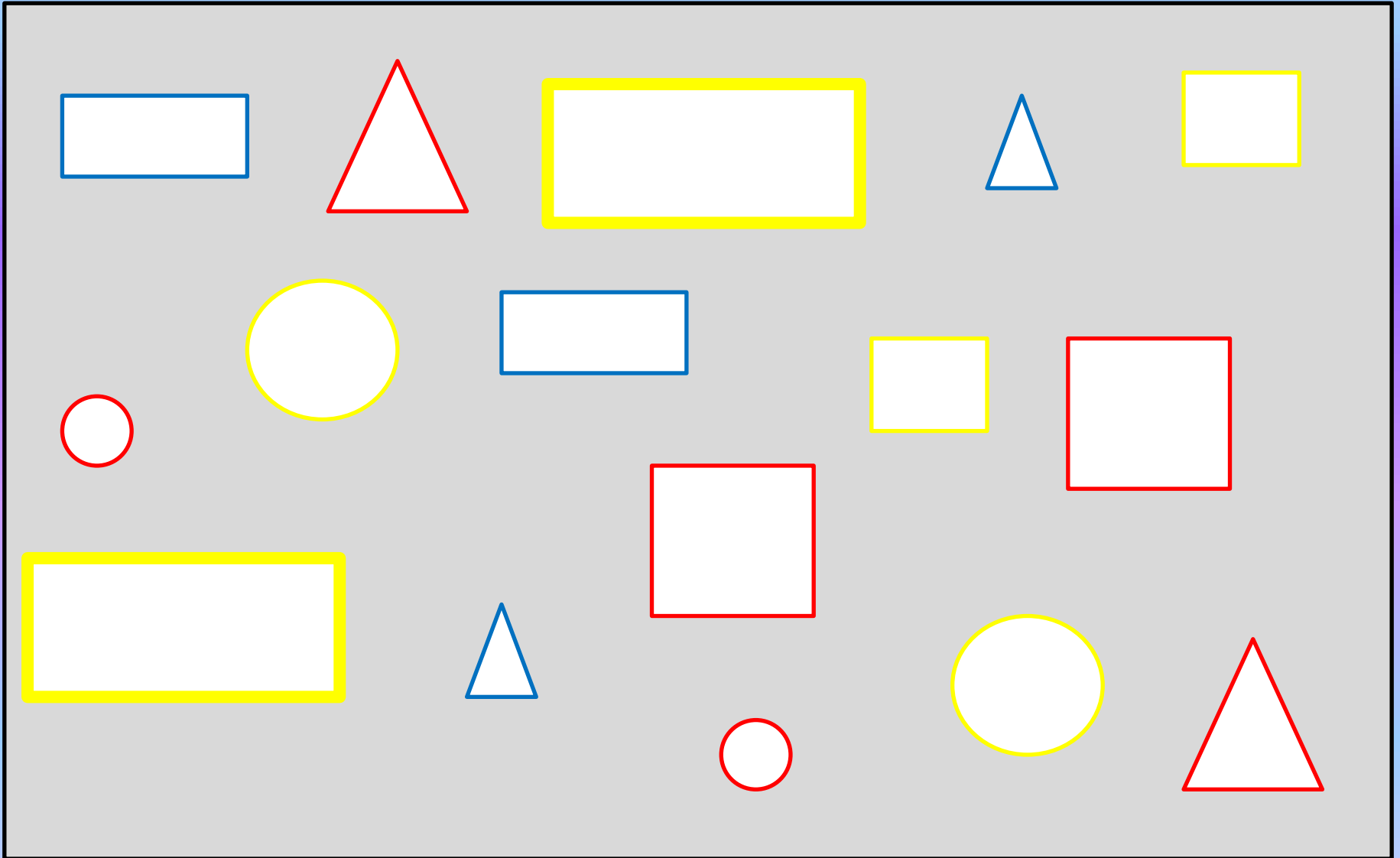
BLOCOS LÓGICOS



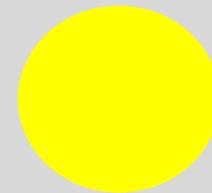
Organiza as peças consoante a sua cor.



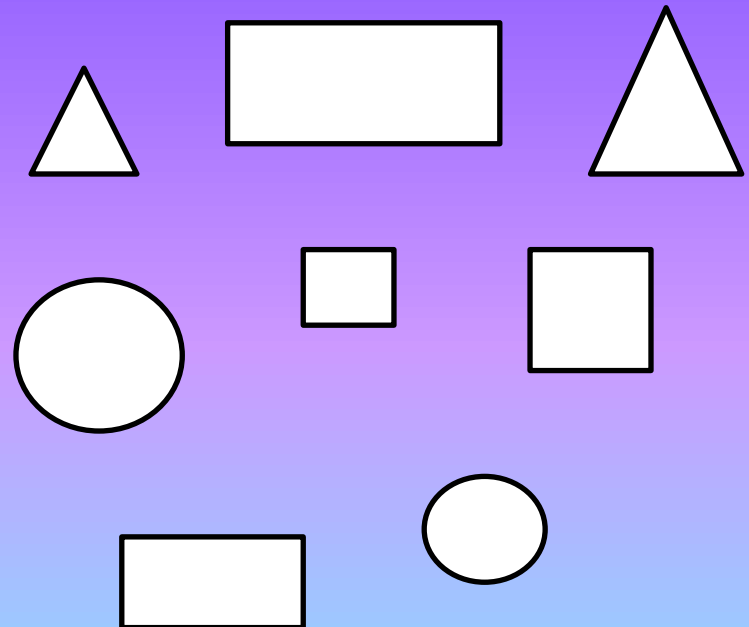
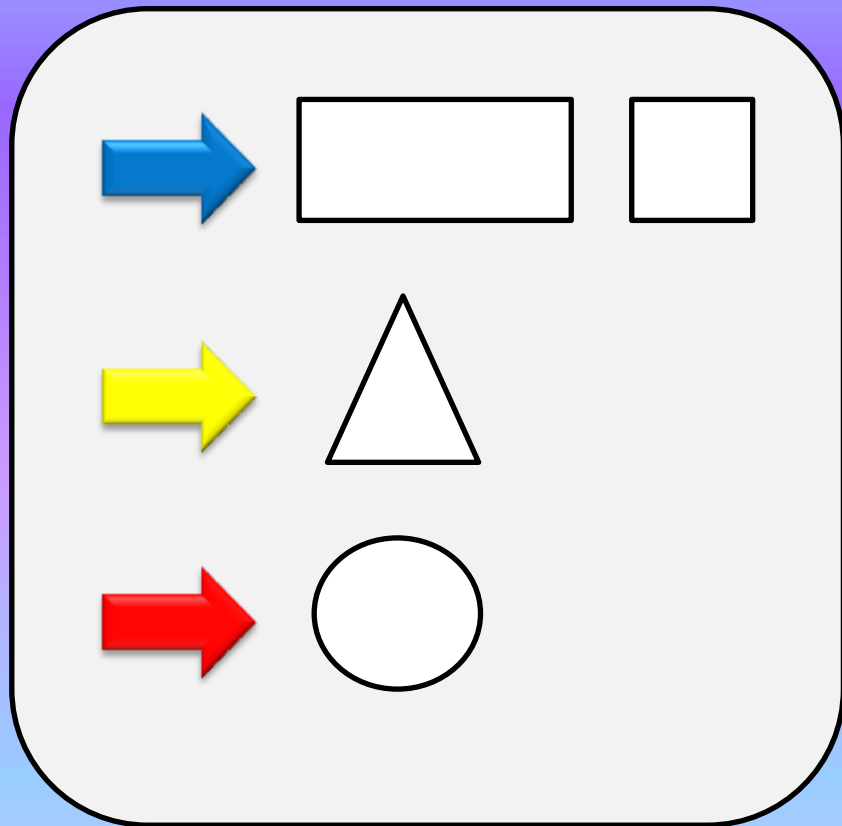
**Pinta as figuras pela cor estabelecida e
liga cada uma delas ao seu par.**



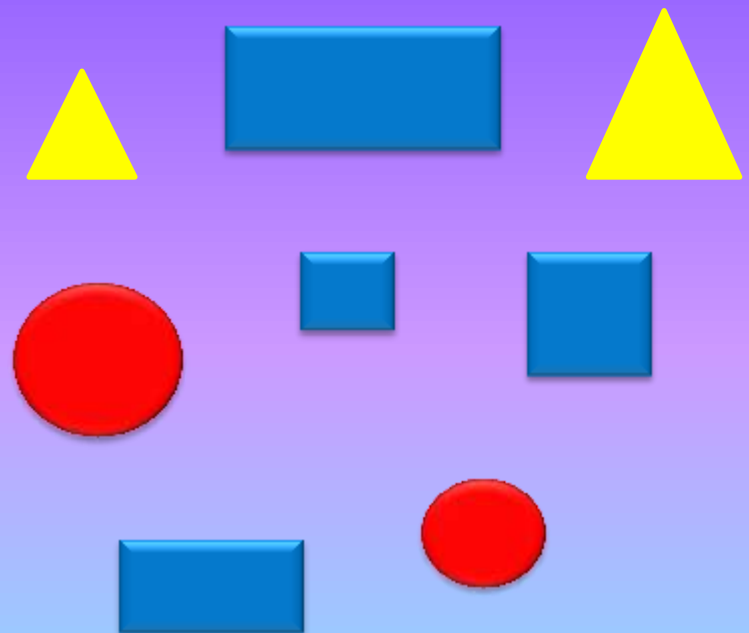
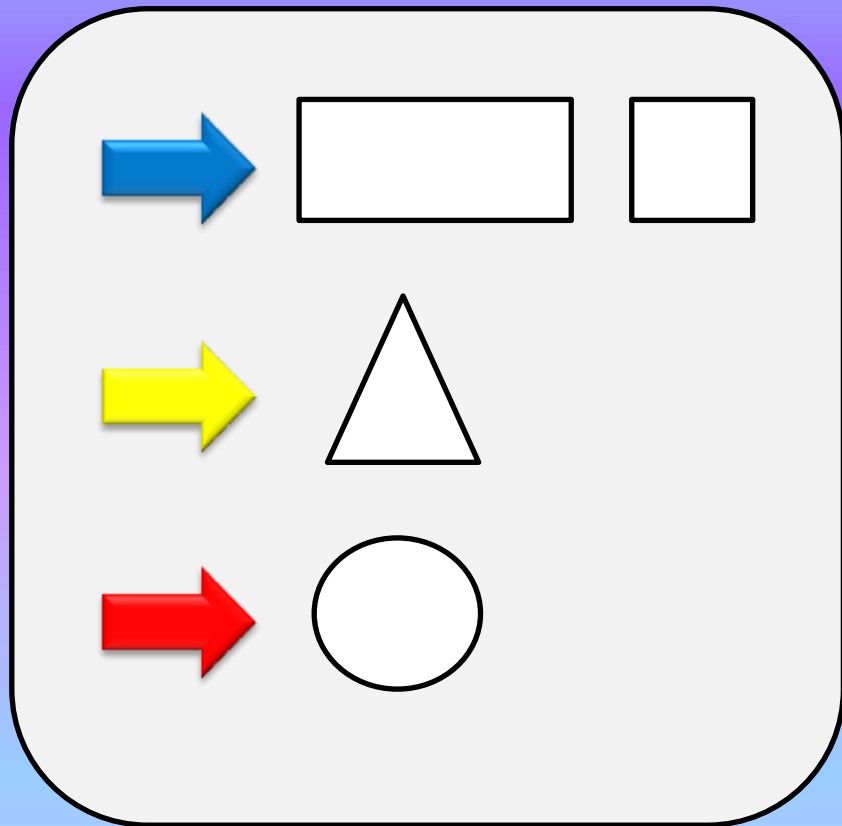
**Pinta as figuras pela cor estabelecida
e liga cada uma delas ao seu par.**



Pinta as figuras, tendo em conta o código apresentado.



Pinta as figuras, tendo em conta o código apresentado.



Pinta o caracol, de acordo com as seguintes formas e cores:



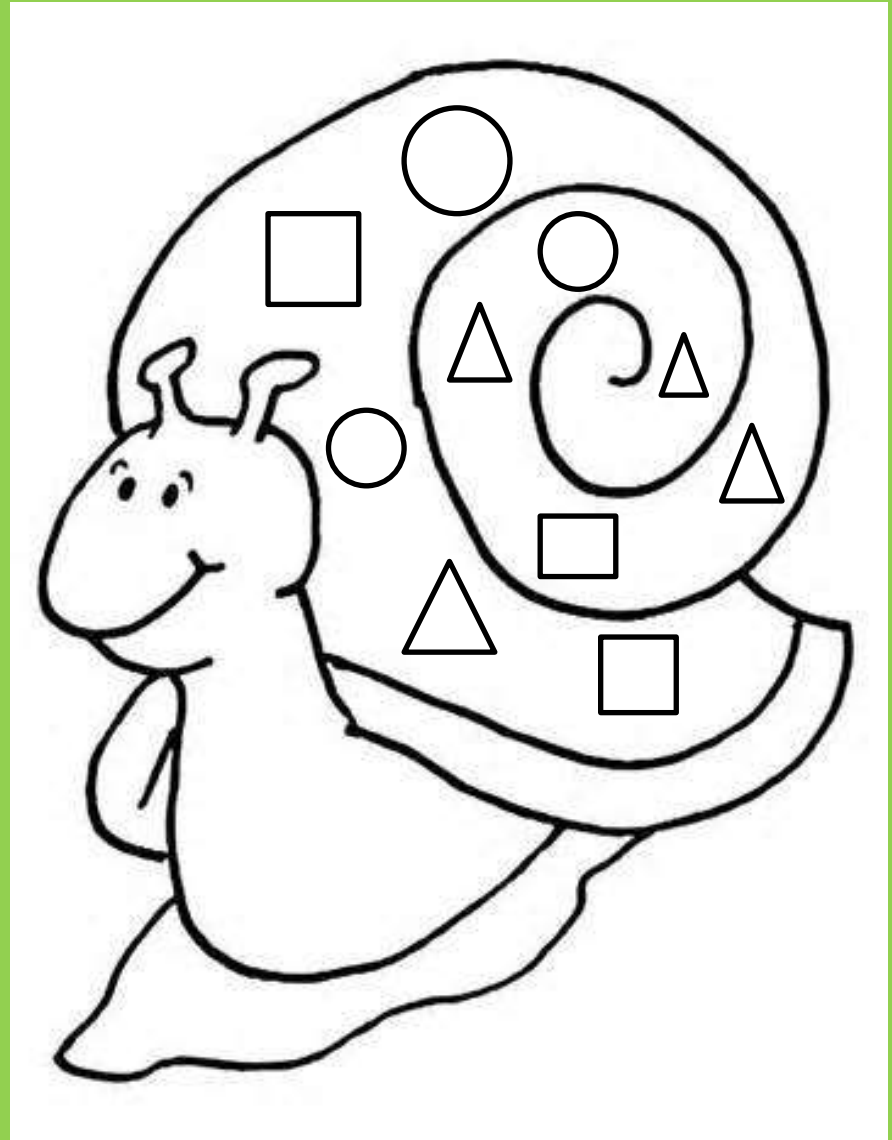
Azul



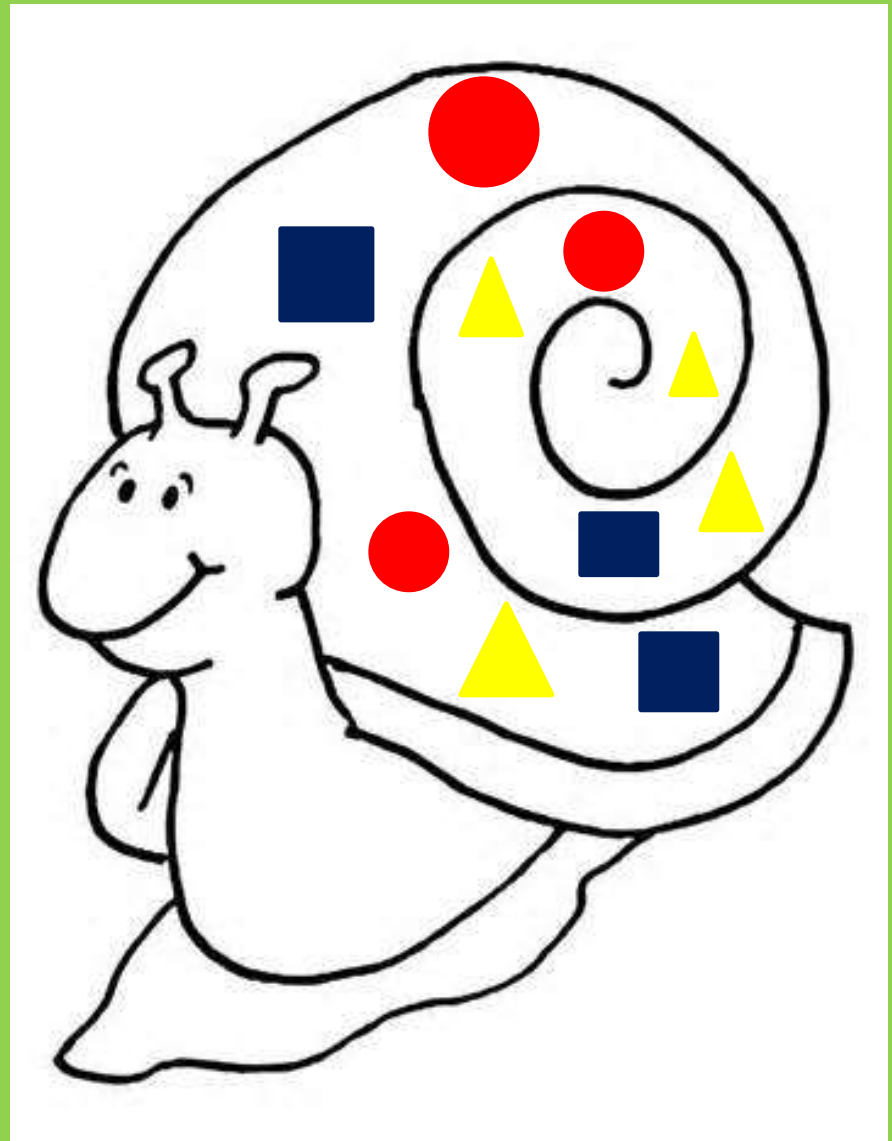
Vermelho





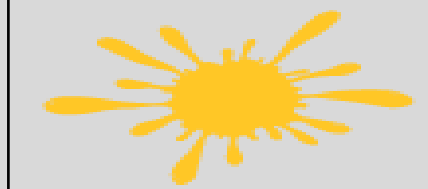


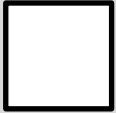



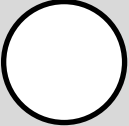

Amarelo





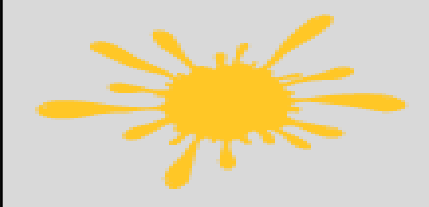








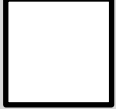










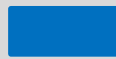




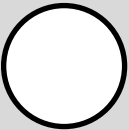





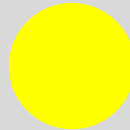

Pinta o caracol, de acordo com as seguintes formas e cores:

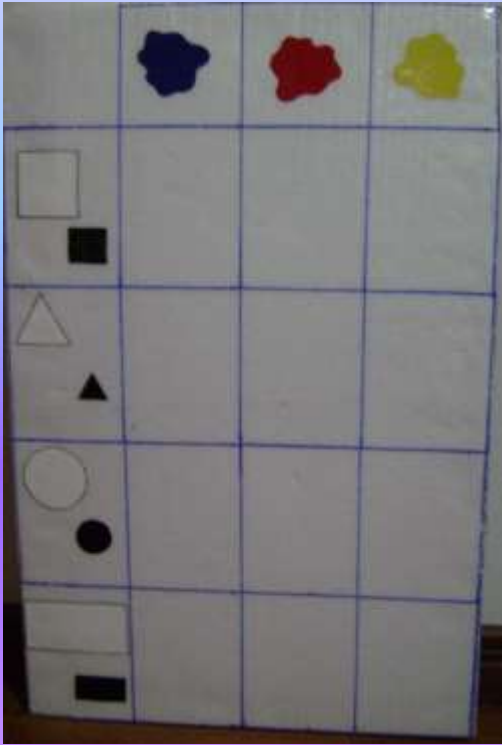


Completa a tabela, tendo em atenção a cor das peças, o seu tamanho e forma geométrica.

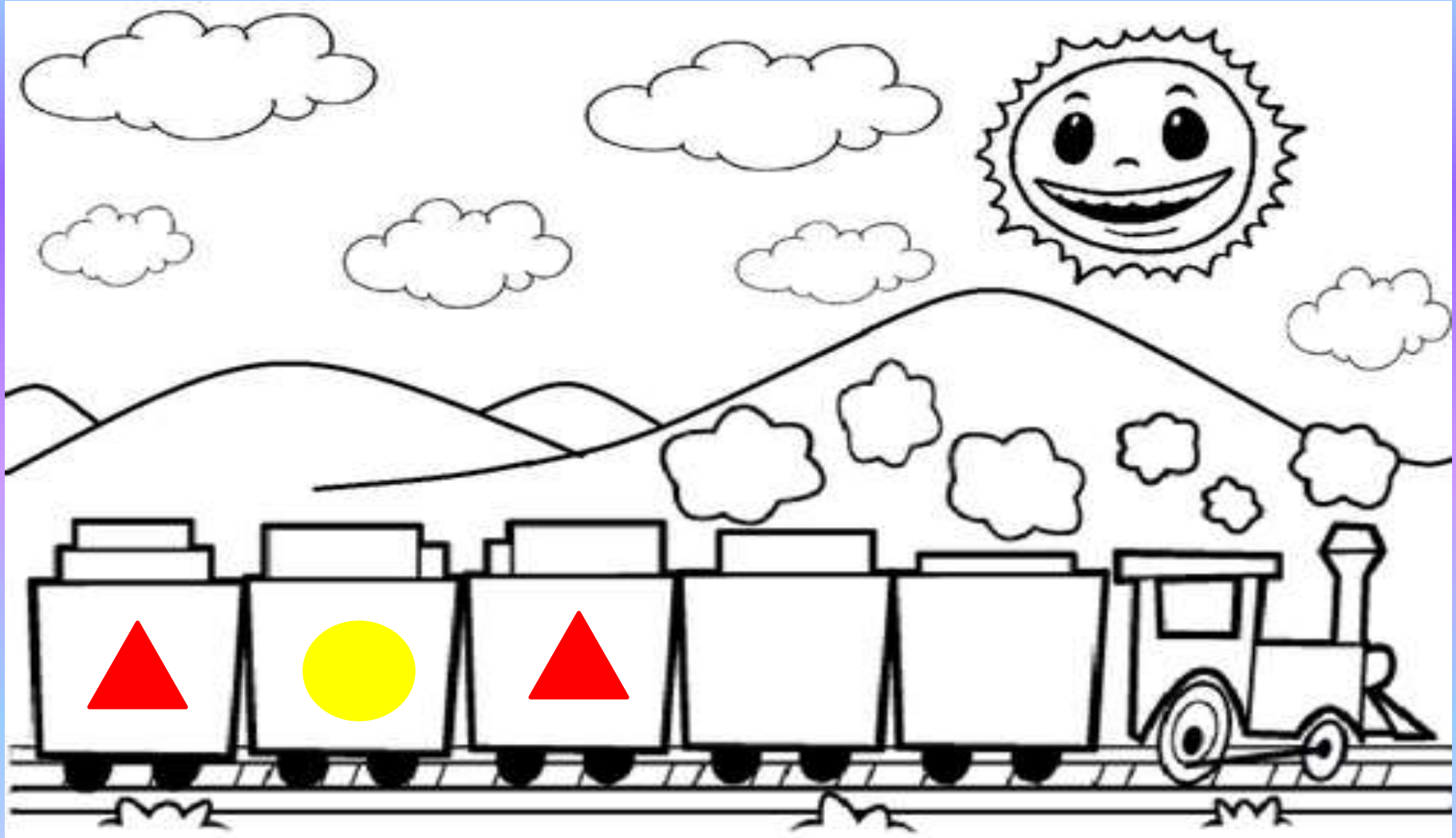
			
 			
 			
 			
 			

Completa a tabela, tendo em atenção a cor das peças, o seu tamanho e forma geométrica.

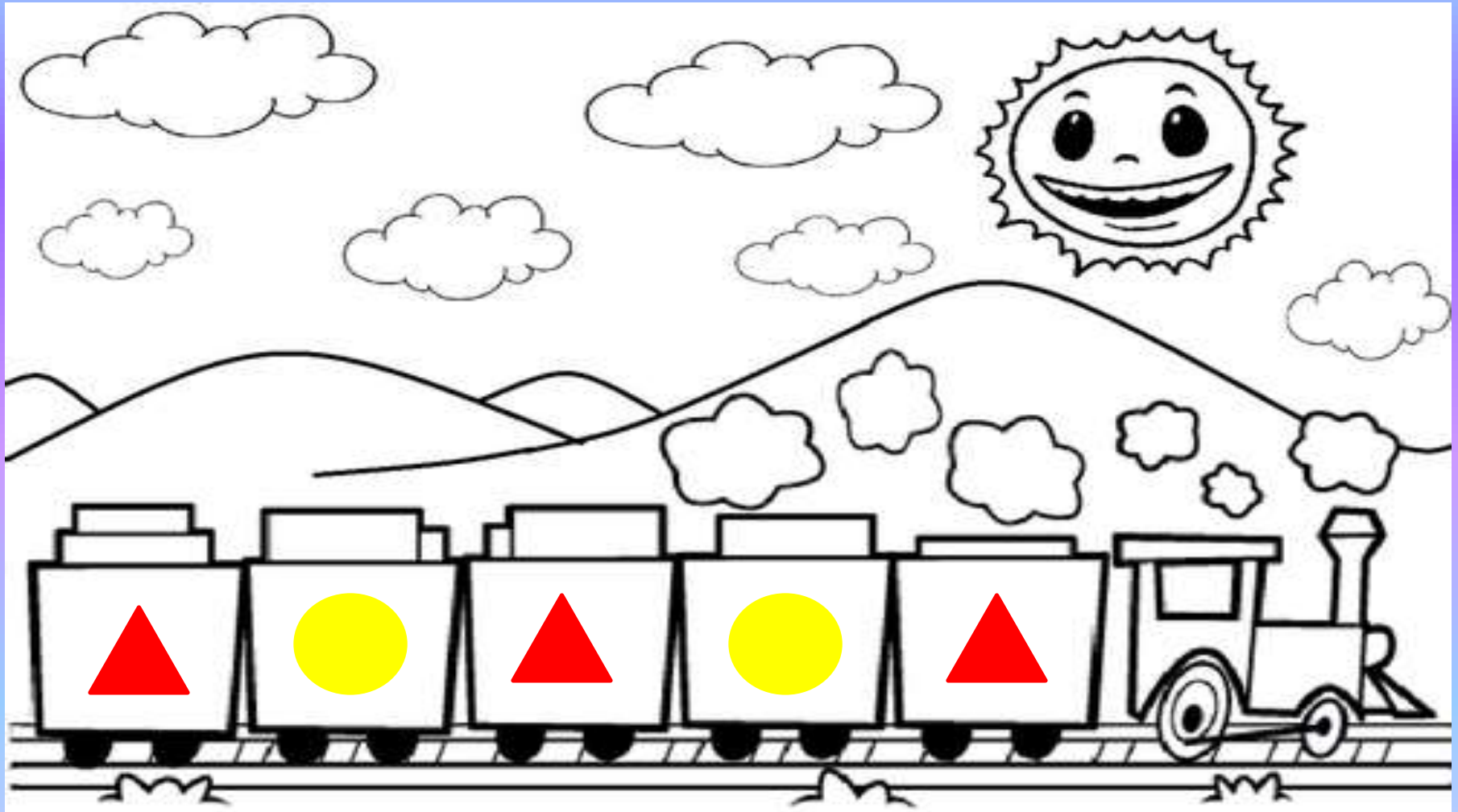
			
 	 	 	 
 	 	 	 
 	 	 	 
 	 	 	 



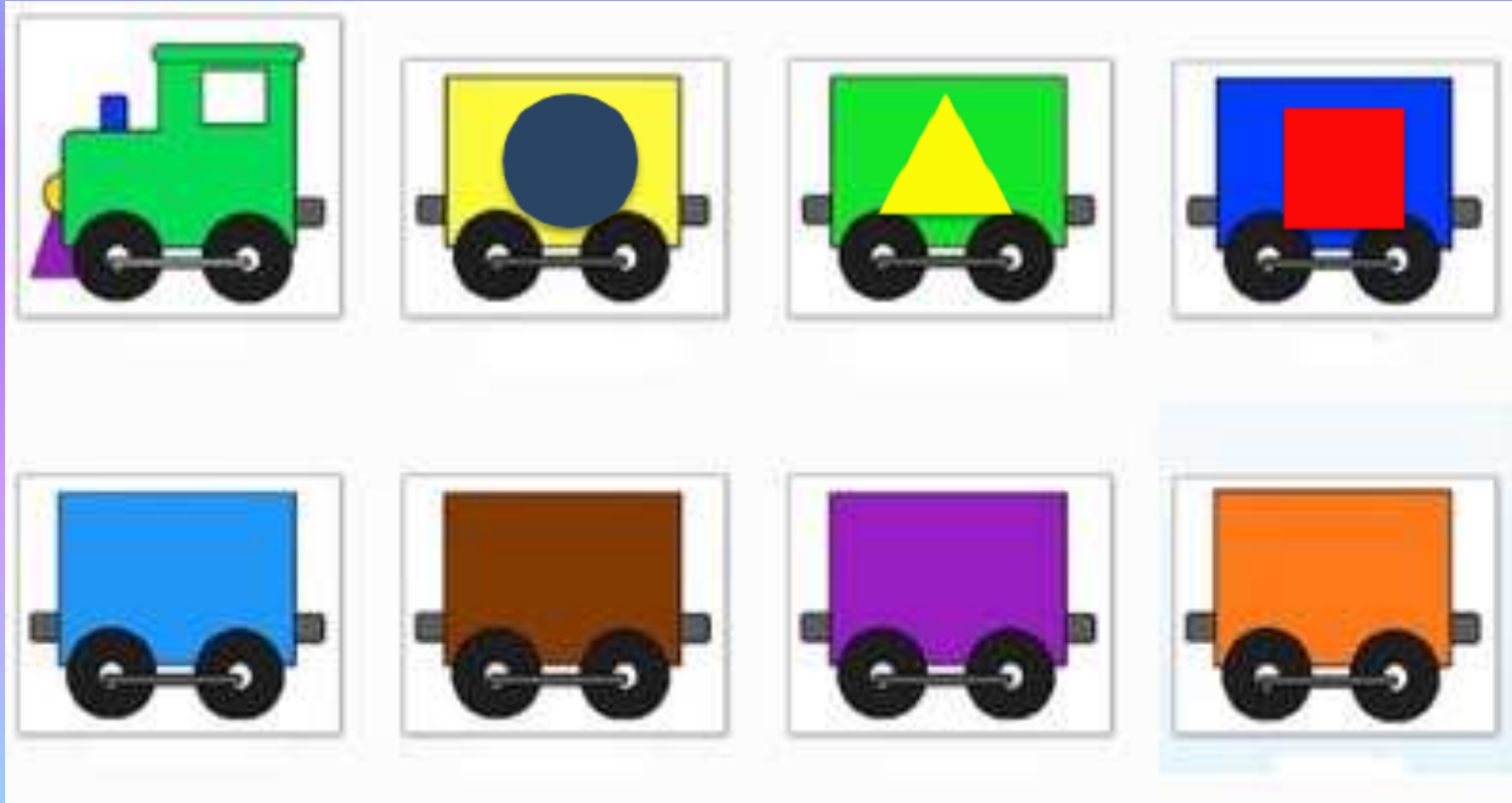
Pinta o teu desenho e completa a sequência apresentada



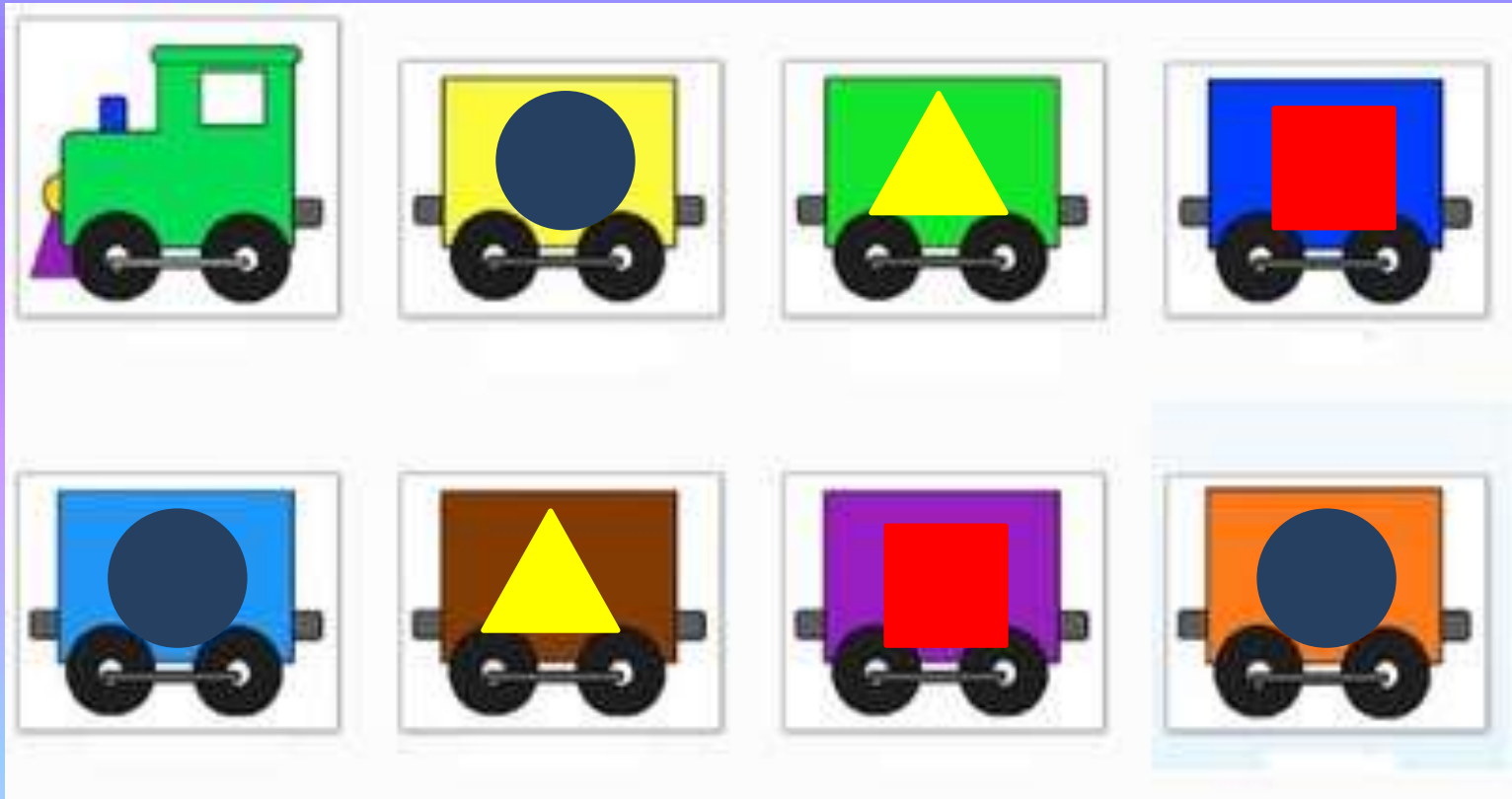
Pinta o teu desenho e completa a sequência apresentada



Organiza cada uma das carruagens, completando a sequência de acordo com o padrão encontrado.



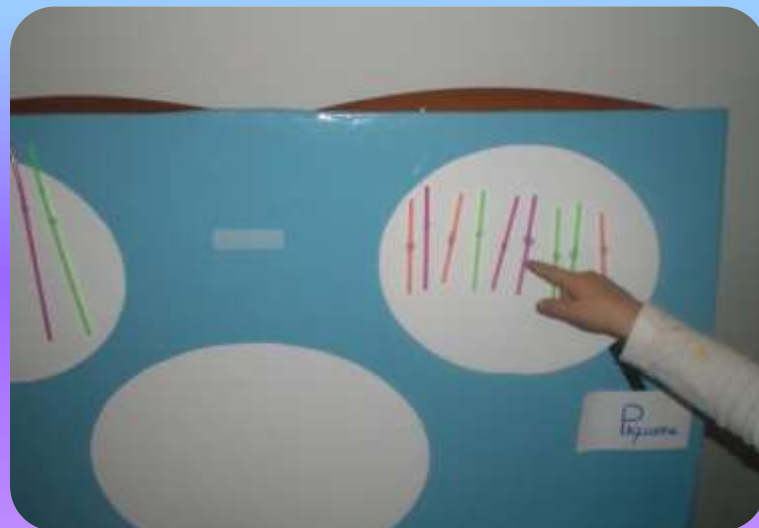
**Organiza cada uma das carruagens,
completando a sequência de acordo com o padrão
encontrado.**



PALHINHAS



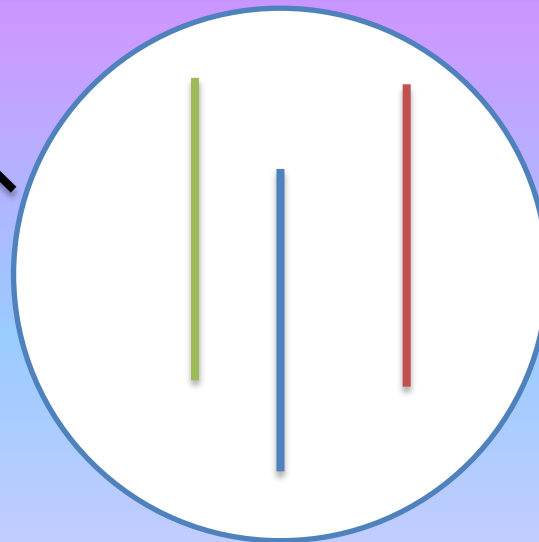
Agrupa as palhinhas consoante o seu tamanho



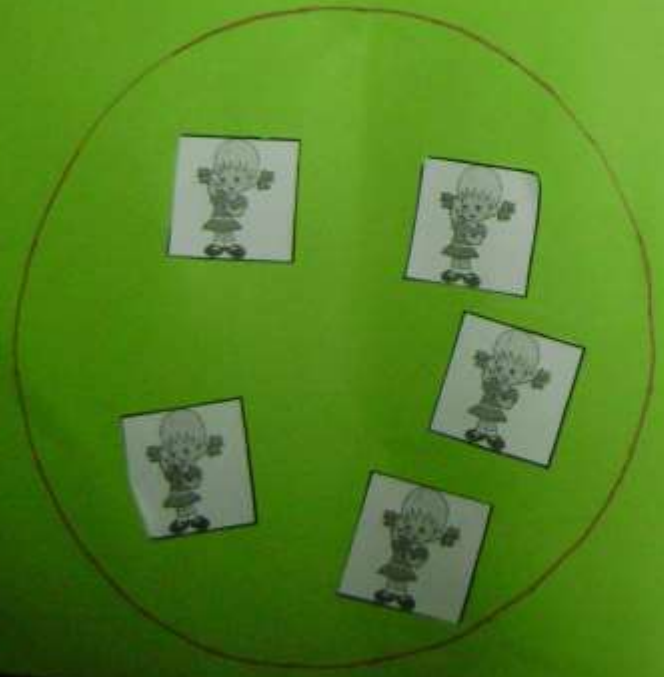
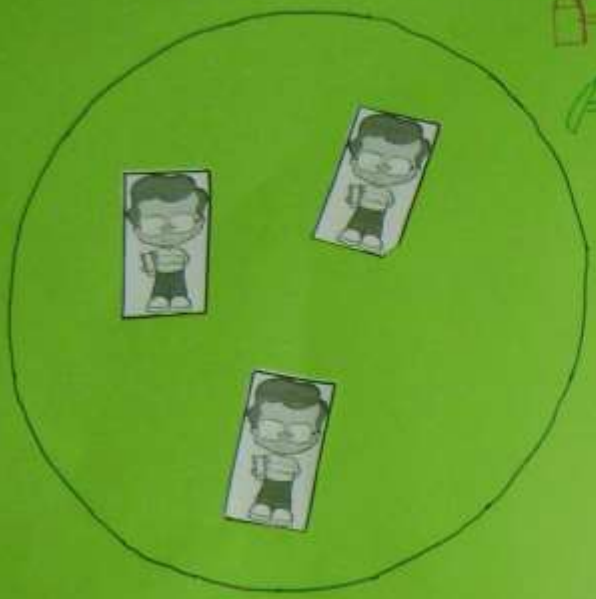
Faz corresponder o número de palhinhas ao número de meninos ou meninas



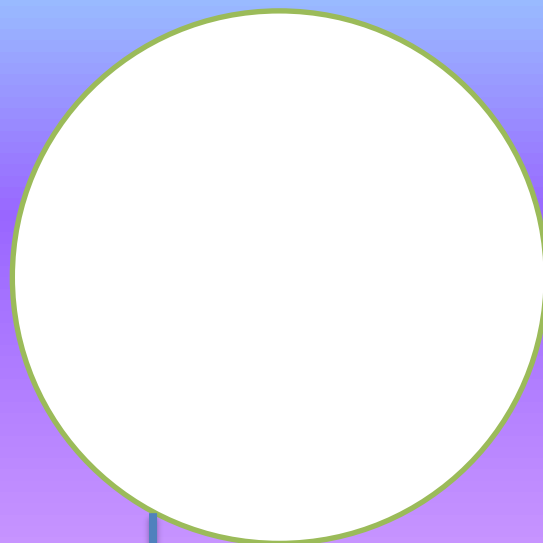
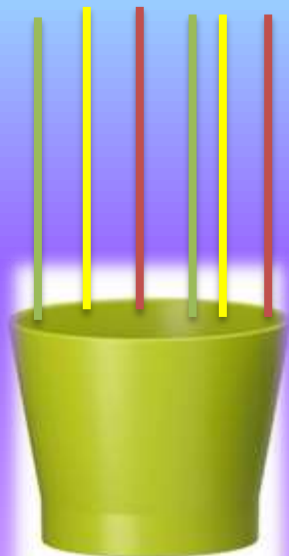
Faz corresponder o número de palhinhas ao número de meninos ou meninas



FAZ CORRESPONDER AS PALHINHAS AO NÚMERO DE MENINOS

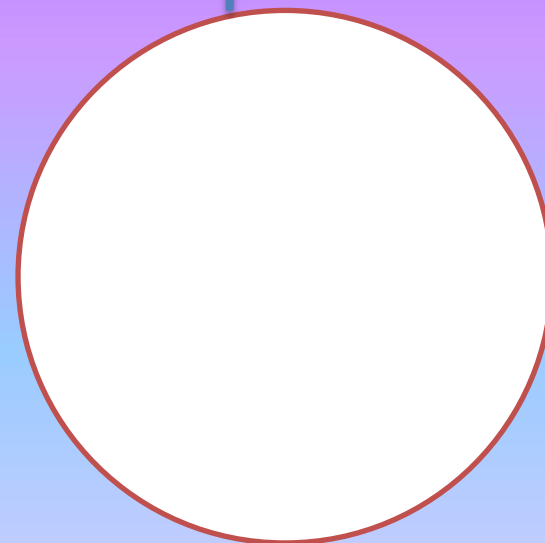


Identifica as palhinhas de acordo com a sua cor e coloca-as nos respetivos conjuntos



Vermelho

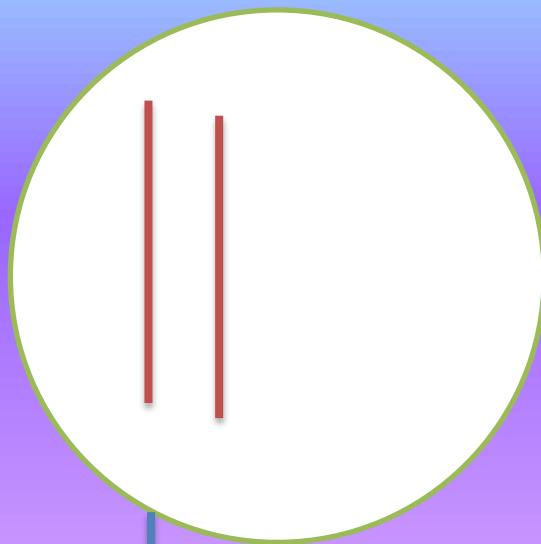
Laranja



Amarelo



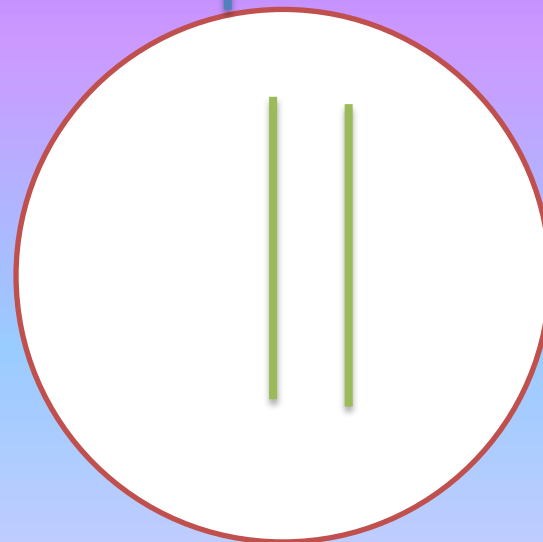
Identifica as palhinhas de acordo com a sua cor e coloca-as nos respetivos conjuntos



Vermelho



Amarelo



Laranja